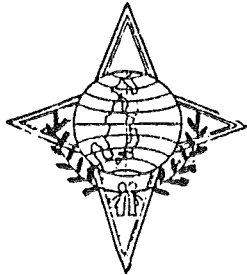


NOVA 7

inception

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FROM THE EDITOR'S DESK

Hello again, it's time for another issue of NOVA. Yeah, I know, it's about time. Anyway, we seem to be plagued by problems this time around, even worse than usual. The EDC has begun to make a name for itself with local conventioners, and it's kept us busier than a Gamilon at a Smurf family reunion (running for our lives).

This is my first attempt at putting together a NOVA (but it's not my fault entirely that it's late. I only did the typing and basic layout.) Hopefully it will be clearer than Derek's poor little manual Remington, Emeraldus; or the semi-junky, semi-electric, Mio. (Yes, he names everything, keeping with the tradition that everything of value in the club seems to have Japanimation female names.)

I would like to take a minute to say "Good Job" to Logan Wayfinder, Mark Kodai and the rest of the crew of the Space Battleship Iscandar, the EDC's Great Lakes Region chapter, mainly for being one of the most active chapters in the fleet over the past year, with their newsletter, Astra, meetings, and other projects. Also recognition should go to the Space Battleship Kobayashi for their meetings, and welcome to the fleet for the Musashi II, a new California chapter, and the Spacecraft Carrier Prometheus, the newly reorganized Dallas area chapter.

REMEMBER!! Deadline for NOVA 9 is January 15, 1986 so that should give plenty of time for all you submitters to do your submitting. Issue 9 is the challenge zine and it looks like it should be good.

That's all for now, thanks for listening. On with the fanzine.....

LOGAN'S CORNER

A SLEDGEHAMMER FOR YOUR THOUGHTS -by Logan Darklighter



Late again?! Yes, once again we have missed the target for Nova by more than six months. Why does this keep happening? I honestly could not even begin to tell you without adding about ten more pages to this rag, and it would probably be a long and boring ten pages at that. At any rate, finally accepting the fact that it is physically and mentally impossible to get a fanzine out four times a year and keep it on schedule, the editors have done away with any sort of schedule for getting this fanzine out. In other words, while we will be putting Nova out four times a year as promised, we are not even going to try to publish on any kind of regular basis. Or to put it another way, to hell with it, the zine will come out when it comes out! You might get an issue at the beginning of the year and then get the next couple of issues one right after the other during summer, or you might not see anything the entire year until December, and then get all four issues in one package. (Typists Note: This is highly unlikely. We will still try for some kind of regularity.) But what it really comes down to is this: Either we put out a fanzine that is 10 pages long with very little in it and on schedule, or we try to publish something with class and style and hopefully give you your money's worth. Okay?

Some of you may be wondering just how tight a grip does a guy who calls himself Logan Darklighter have on reality anyway? Well, I could say, "wow man, reality, what a concept!". But I think everybody's heard that one already. Besides, I do have a rather tight grip on reality, thank you.

Well, if you know enough about this club to say with reasonable justification, "where's my friggin' Nova's", then you probably know that you don't have to be registered on our rosters as your real name. You can have a pseudonym; a made-up name. Now, for those of you who don't know, my real name is William H. Jordan. (Will for short). I'm not ashamed of my real name (unlike certain commanders of certain fan clubs I know) but like many artists (he thinks he's an artist, humor him) and writers (but waitamminute, I can't write...) I like to sign my work with something a little more flamboyant.

Also, it's real fun to go to cons and have people in those circles call me Logan. It's a blast! Actually in a very real sense, Logan has become just as much my real name as my legal one. And if someone refers to me as Logan Darklighter I've already identified them as someone who is either in the EDC or is into science fiction/fantasy.

But if anybody out there has an inkling to go by a pseudonym in this club, let me make a suggestion if I may. Be creative! Don't do something that's already been done before if you can help it, and don't make up a name that is going to painfully obvious as being from science fiction cliches. Even people at conventions will laugh at you if you tell them you are "Space Avenger" or "Starrior"!! Some really creative pseudonyms I've seen are T.R. Twinlight, Max McArn, Kyle Avatar, Logan Wayfinder (put me and him together and you'll never get lost!) (Typists note: especially at night!) and Mike Pinto.

Moving right along...Hmmm, let's see, I'm not attending any conventions this month, nothing's really going on right now (it's 4:00 in the morning right now. Why do I always write these things at 4:00 in the morning?) so what else do I talk about? (ED. Note: NOT JUST ANYTHING LOGAN!! We're not letting you get away with THAT again!)

ROBOTECH is now being shown on several stations across the country and it has turned out to be the best product that has been translated for American television, possibly even better than Star Blazers (although I will always have a special place in my heart for Yamato and Matsumoto epics in general. I happen to like the way the characters are drawn better than the Macross style of art, not that I have anything at all against the way the characters are drawn in ROBOTECH, in fact I think in some ways the character drawings look more realistic than Matsumoto's stuff. But I think I'll always like the romantic feel of Yamato, Harlock, and all the others.) But I'm rambling again, so to get on with what I was talking about.... Harmony Gold has done a tremendous job of editing. It seems they are backing the censors up against a wall. I mean, there is some stuff I thought would never make it on American TV. No robot ships here. They often show people getting blown up without trying to excuse it - I mean, for gosh sakes, two major characters, Roy Focker and Ben Dixon got killed in episodes #19 & #20 respectively without a single 'Knox-got-out-behind-you'! It's funny, you know, that me and a few other people were extremely worried that ROBOTECH was going to be a very cut up version of the three shows (Macross, Mospeada, Southern Cross) and be worse than Voltron. This was mainly due to the fact that the show IS being extremely hacked up by a station up in the area of Ohio where the battleship Iscandar currently patrols. Apparently it's being shown on some extremely hack-it-up-because-it's-so-SINFULLY-violent religious channel. (ED.NOTE: What about all the adult-aimed humor? We here at HQ are planning to all get ROBOTECH T-shirts with 'LECHER' in big florescent letters across the front!) But the good news is that it seems to be the only area where this is occurring. In short, (In short, Logan? That's like saying that Rainbow Galaxy was 'just a little skirmish'-ED) ROBOTECH is a classy show and you should try to catch it whenever you can.

Also I have some possible information that is of special interest to all of us in the EDC. Now, I don't know how accurate this is, but apparently, according to Tom Brevoort, Star Blazers III is FINISHED and should be showing in Texas (he didn't say where else it would be showing) in September. Now I don't know about you, but I've heard these kinds of rumors for at least two years now and while I think I believe Tom is right, I am not going to hold my breath waiting for the advertisements for the series. But think about it! What with all the stuff Harmony Gold has been getting away with, if the third season DID start showing it might still have most if not all the violence and rudity intact, an almost literal translation! But as I have noted, things are subject to change, so don't hold your breath.

Other than that I will soon take full control of the EDC, my next article will be 'Nova's Virginity in Main Continuity Timeline - The Seven Year Itch' and ---Oh, hello there, Derek. Any particular reason why you brought that sledgehammer in here? How do you like my editorial, eh? Derek! What's wrong? What are you doing?! NO! Stop!! Put that sledge hammer down!!!! That happens to be MY typewriter!! It's MY¢#*&SXZYLFWR(&@#)KVU)*(¢&H)*¢)#*DJH&#)!!!

AFTERMATH

Hello. This is Derek C. Wakefield. We're sorry that Logan was unable to finish this column, but his typewriter...uh...broke. We do apologize and hope that you'll be watching for Logan's Corner next issue.

I know I will.....

SPACE BATTLESHIP YAMATO

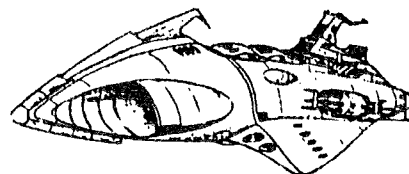
-by Jeff Blend

It is the year 2199, and Planet Earth is not in good shape. In the 21st Century, invasion forces from the mysterious planet Gamilus/Gamilon began blasting Earth to bits with their nasty Planet Bombs. Earth is now an irradiated wasteland, cratered and its oceans evaporated away. The remains of mankind have fled to cities deep under Earth's surface to escape the radiation. But, as the bombing persists, the radiation sinks deeper into the planet. Finally, Earth scientists predict that in one Earth year, the underground cities will also be lethally irradiated, and all mankind will become extinct. Earth space fleets continue to fight a spirited battle against the Gamilas/Gamilon's but are being outfought at every turn. Now, a last desperate battle between the Gamilas and the last remaining Earth fleet is led by Captain Juzo Okita/Avatar. As the two foes approach each other, the Gamilas order immediate surrender. Okita replies by calling them 'baka' (fools, idiots, etc.). The Gamilas, of course, do not take this kindly and open fire. The shots are returned, and the battle is on. Things are obviously going the Gamilas' way, as many of the Earth destroyers are wiped out and Okita's flagship takes heavy damage. Okita, having received a bad wound in the battle and realizing the futility of the situation, orders immediate retreat. However, Destroyer Yukikaze/Paladin, commanded by Mamoru Kodai/Alex Wildstar, lags behind. Mamoru intends to distract the Gamilas so Okita's ship can escape. Despite Okita's protests, Mamoru does his thing and gets shot up. Yukikaze flies off and apparently explodes. But Okita's ship does indeed escape, and now picks up a UFO flying at very high speed toward planet Mars. Earth Defense Headquarters is notified, and the Commander/Todo orders the Mars Observation Post to identify the object when it finally arrives there. It does arrive -- in the form of a crash landing at Mars' polar cap. The two cadets in charge of the observation post - Susumu Kodai/Derek Wildstar (Mamoru's younger brother) and Daisuke Shima/Mark Venture - fly out to check out the thing. It's a spaceship, not of Earth and apparently not of a Gamilas design either. Landing, the two check out an escape capsule shot from the ship just before it crashed. There, they find the dead body of a beautiful young woman who is holding a small communications capsule.

Later, Okita's flagship arrives. Kodai and Shima fly up and land in its airlock, carrying with them the communications capsule. Finally arriving at Earth, the flagship lands in Earth's secret underground hangar. Kodai and Shima descend by elevator to the underground city and turn the capsule over to Headquarters for analysis. The translated message is found to be from Queen Starsha from distant planet Iscandar. Knowing of Earth's current plight and always wishing to help others out, she offers Earth the Cosmo Cleaner D/Cosmo DNA -- a radiation-removing machine. Unfortunately, she has no way of getting the thing to Earth and planet Iscandar is a full 140,000 light years away in the Magellanic Cloud galaxy. Therefore, she has also enclosed in the message capsule blueprints for a super-light Wave Motion Engine, and asks Earth persons to come to her. Although not certain they can trust Starsha, the stuff she offers seems to be Earth's only chance left. Suddenly, alarms sound out as a Gamilas spy plane is spotted near the ancient sunken battleship Yamato. Kodai and Shima, with nothing else to do, jump into a plane and fly off to check it out. Approaching the Japanese island of Kyushu, they confront the enemy plane. It's not much of a battle, unfortunately, as their plane's engine overheats and a crash landing is required. Basically unhurt, the two climb out and start waiting for a ride home. Climbing a ridge, they spot the huge, impressive remains of the Yamato, now just a pile of scrap. Meanwhile, back at headquarters, things continue to wor-

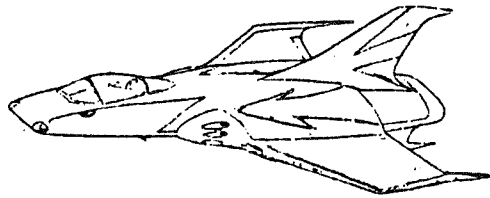
sen, as New York, Moscow, Rio de Janiero, and various other cities go silent. But things are busy elsewhere as it is said that the Wave Motion Engine is being installed in Yamato (This is not surprising due to the fact that the narrator has been urging Yamato to awaken from its 200-year sleep.). Later, Okita goes down and addresses the new crew of 114 young people he is going to command on Yamato. As well as Kodai and Shima, are chief engineer Hikozaemon Tokugawa/Orion, Mechanical Chief Shira Sanada/Sandor, Living Group Chief Yuki Mori/Nova, and robot Analyzer/IQ-9. Okita explains the mission again: they must go a round-trip journey of 296,000 light-years, flying through unknown space and Gamilas forces, get the Cosmo Cleaner D device, and return to Earth within the one year time limit. Because the voyage is so risky, he says that it's okay if any of the crew decides to stay behind. Meanwhile, the nasty Gamilas are plotting to destroy the Yamato on their front line base on Pluto. They ready and fire a superlarge missile at the ship. As the Yamato's crew board the vessel, Earth Headquarters picks up the missile approaching Earth. They notify Yamato, which readies for immediate take off. Shima, now the head navigator, starts up the Wave Motion Engine -- and nothing happens. Finally though, the engine does start rumbling and engages. Yamato rips out of the ancient slab and lifts off, now Space Battleship Yamato. Kodai, the Combat Group Leader, aims Yamato's main "shock cannon" guns at the missile and opens fire. The missile detonated into thermonuclear fire, and everyone is sure that the Yamato has been destroyed in the blast. But the old ship is pretty tough, and sails safe and sound from the mushroom cloud, heading for space. The picture now fades, and an image of the former Japanese navy battleship is shown. History is replayed at Yamato is sunk by American planes in April, 1945. Now, 254 years later, the reborn Yamato leaves Earth and the main staff meets in Central Strategy Room. To get to Iscandar and back in time, it is essential that the supra-light Wave Engine be able to propel Yamato into a "warp space -- by having the ship jump to succeeding timepoints. Yamato must be in exact position to perform the warp, or it's lost. Meanwhile, on the Pluto base, Gamilas Commander Schultz/Ganz and his righthand man Gantz/Bane, launch a high-speed carrier to attack Yamato. Yamato, preparing for the Moon-to-Mars warp test, picks up the carrier on radar. Yamato is defenseless during warp preparations, so the Black Tiger fighter planes are launched, with Kodai commanding in his Cosmo Zero/Superstar fighter. After a brief battle, the planes return to Yamato, as the enemy carrier closes in. Unfortunately, Pilot Akira Yamamoto/Hardy's plane has been damaged and he is still outside. Yamato cannot move from its spot, especially with the carrier closing in. However, with some skill and lots of luck, Yamamoto manages to get back on board in time. As the carrier finally opens up with a missile barrage, Shima pulls the switch, and Yamato fades away just in time. After some special effects, the ship pops back into normal space over Mars. After some celebrating, it is realized that Yamato is somewhat damaged, so Shima lands the ship on Mars for repairs. Later, on planet Gamilus, Deputy Leader Hisu/Krypt has given the news of Yamato's warp to Emperor Desslar/Desslok, leader of the Gamilas. Desslar disbelieves the report at first, but then realizes that Iscandar must have sent their superior engine plans to Earth. Yamato repaired, approaches planet Jupiter and is caught in its powerful gravity field. Sailing through Jupiter's methane seas, Yamato comes upon a gigantic 'floating continent'. Unfortunately, the Gamilas' have a base there, and it opens up on Yamato. As all of this is going on, Kodai duels with a Gamilus fighter plane, and comes out on top. Pulling away from the Continent, Yamato readies its powerful Wave Motion Gun for test firing. On target, Kodai lets the beam fly and the continent is shattered to itty-bitty pieces, taking the Gamilas with it. A bit panicked, Schultz asks Gamilus Headquarters for instructions, and is "politely" notified by Hisu of Desslar's wishes to only hear of victories, not defeats. Desperate, Schultz launches off some planet bombs to attract Yamato's attention. Realizing that there is an

enemy base on Pluto and that the bomb launching must be stopped, Yamato heads for Pluto. Unfortunately, the Gamilas have a new weapon, the Reflection Satellite Gun/Reflex Gun. Cleverly using satellites which reflect its beams to the target, the Gun deals out severe damage to Yamato, which ditches into Pluto's ocean. After submersion, a special command force led by Kodai is sent out to destroy the Gun. Although they take casualties, the group manages to get to the Gun and plant time bombs. The resulting explosion successfully destroys the Gun and causes Pluto's ocean to flood the enemy base, wiping it out along with Schultz (after yelling out a throaty BANZAI!). Continuing on, Yamato destroys more enemy ships by using an anti-gravity system to create a protective ring of asteroids to smash the enemy crafts. Finally, as Yamato leaves the solar system, Yamato gets a last message from the Commander, saying that Earth is getting worse day by day and reminding the crew that all mankind depends on them. As Yamato leaves communication range, Kodai and Okita cry out their final "sayonara's" to Earth. Meanwhile, Desslar and his men are holding a strategy meeting, in which he reveals his next plan of action against Yamato. He intends to hold Yamato immobile in a magnetic barrier. He will have a large cloud of mater-energy eating "gas life form" creep up from behind. At the same time, dead ahead of Yamato will be the red giant star Alpha Star, with it's furnace-like corona. So if Yamato gets away from one trap, the other one is waiting as well. Caught in the barrier, Yamato notices the gas approaching and makes an emergency take off. An opening in the barrier is spotted, but in that direction is Alpha Star and its "sea of fire". Stuck between a rock and a hard place, Yamato takes the opening, although they face certain meltdown by Alpha Star, with the gas life form hot on their tail. As the heat increases, Sanada has the crew put on their space suits. Suddenly, Captain Okita collapses at his desk. Doctor Sakeso Sado/Sane rushes to the bridge and tells Shima to stop the ship. But the captain overrules him and tells the doctor that his old wound suffered in the beginning Pluto battle is bothering him. As the doctor treats Okita, Kenjiro Ota/Eager computes the position of Alpha Star's firey prominences and guides Yamato by them. Finally, the gas behind Yamato hits the flames and is consumed by it -- a masterful strategy by Captain Okita. Suddenly a huge uncomputed prominence arises before Yamato. Yamato cannot turn out of the way in time, and cannot slow down without being pulled into Alpha Star's gravity field. Okita now orders Kodai to fire the Wave Gun at the approaching corona. This is done and the fire is blasted out of Yamato's path, and Yamato sails off safe and sound from Alpha Star. Later, Doctor Sado rewraps Okita's wound and gives him a nasty diagnosis: Okita will have to be hospitalized. Data from Earth medical check-ups has confirmed that Okita is suffering from a space illness and his condition will slowly deteriorate over time. But Okita refuses hospitalization, saying he is solely responsible for the safety of the ship. Meanwhile, back at Gamilus, Desslar is giving a medal to General Domeru/Lysis. He gives Domeru the job of getting Yamato. On Yamato, Kodai is summoned to Okita's quarters, where Okita (in an apparent about-face) gives him the rank of Deputy Captain, saying he (Okita) can no longer perform his duties in his condition. Yamato, in the meantime, has arrived at planet Ballan, approximately halfway point to Iscandar, where Shima gives Ota (and the audience) a run-down on the mission's schedule. On Gamilus, Domeru and his subordinate, Geru/Volgar, are going over potential locations to have



GAMILAS DESTROYER

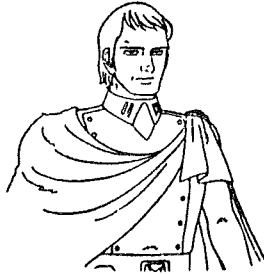
the big showdown with Yamato. They finally decide on the Rainbow Star Group/Rainbow Galaxy, a group of radiation stars shrouded in a dark nebula. He then sends out a challenge to Yamato, telling them that if they want to get to get to Iscandar, they'll have to get by him first --7 days later in the Rainbow Star Group, Domeru gathers his attack force, consisting of three tri-deck carriers, and one battle carrier. Addressing the carrier's captains, Domeru tells them to prepare to depart the next morning for an important sortie against the enemy. That morning, Desslar personally addresses the Gamilas forces. He acknowledges their heroism and says he awaits their triumphant return from battle. The carriers take off, followed by Domeru's disc flagship. Later, Domeru discusses his battle plan. Electromagnetic waves from the Rainbow Group will disrupt Yamato's radar system. The first attack would then destroy Yamato's radar completely, so Yamato would not know where the Gamilas were. Then the Gamilus will fire their drill missile into Yamato's Wave Gun, destroying the ship from within. Meanwhile, Captain Okita addresses the entire crew, reminding them of the importance of the upcoming decisive battle and they all drink a sake toast to Earth and success. As Yamato enters the Rainbow Group, the radar is disrupted as Domeru planned. The crew mans all battlestations and planes, as the Gamilas do the same. Kodai and the Tigers take off, and soon run into the Gamilas fighters, and the battle is on. As the first Gamilas Carrier launches bombers, Domeru activated his new instant matter transport beams. These beams envelop the bombers, and warp them onto Yamato, which is caught unaware. As the ship's radar is destroyed, the Tigers are ordered back to defend Yamato. Domeru now has his third carrier launch torpedo planes, and this squadron is warped onto Yamato as well. Yamato is pelted on all sides and wrecked pretty good.



BLACK TIGER

time for the final blow, so Domeru orders the heavy bomber/Drill Missile plane to take off. Meanwhile, the battle continues as the Tigers return to Yamato for refueling. Seeing this, Domeru fires his warp beams and the big plane disappears. Reappearing before Yamato, it's an easy shot at the large drill missile slams into the Wave Gun muzzle. Starting to turn, it begins to burrow itself messily into the ship. With only 15 minutes to detonation, Sanada and Analyzer climb inside the missile in an attempt to locate it's power source and put it in reverse. Domeru, meantime, is having his fleet open up on Yamato, which gets all its guns knocked out. With the Wave Gun stopped up, Yamato appears helpless...with only 30 seconds left. However, Sanada and Analyzer are successful in their reversal, and the missile drills itself right back out of the ship...right into Domeru's fleet! All but Domeru's ship are spectacularly exploded into dust. Domeru angrily sets course for Yamato's bottom side, and readies his self-destruct device. Locking onto Yamato's lower third bridge, he makes an appearance on the ships video panel. After introductions, Okita and Domeru get down to bitching. Domeru acknowledges Okita's determination, wisdom and courage. Okita says there's been much bloodshed in the battle and prods Domeru into letting Yamato pass to Iscandar. Domeru says he can't, wishes Gamilus grandeur and glory, and disappears. Okita immediately has the lower sections evacuated, but

then Domeru's ship explodes, taking Domeru, Geru, many Yamato crewmen and a lot of Yamato's underside. Later, a space funeral is held, as the dead crewmen's coffins are launched from the deck of the battered Yamato. Weeks afterward, Yamato is entering the Magellanic Cloud, where it suddenly gets a message from Queen Starsha. Yamato is only now 0.8 light-years from Iscandar, which is the 8th planet in its solar system (Sanza). She will send out a homing guidance wave for them. This sets off the big celebration on Yamato, which has been in space for 198 days now. Later, however, the homing beam is suddenly cut off. After some data analysis, Shima makes a startling discovery: there appear to be two planet Iscandars! Further checking

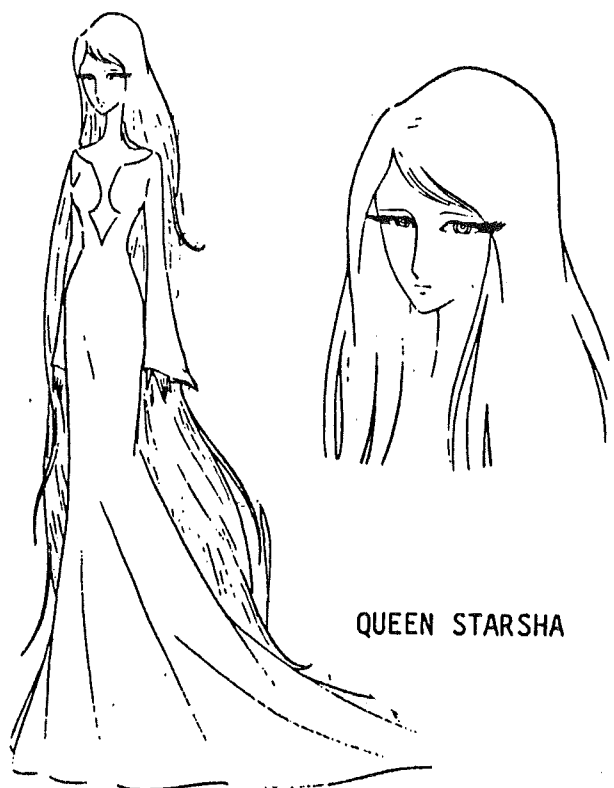


LEADER DESSLAR

indicated that Iscandar is actually a "double-planet", where one planet revolves around the other as they both turn around their sun--and that the other twin planet is Gamilus! Meantime, Dessler is having a big meeting with all his general-types. Yes, he knows of Yamato's proximity and outlines his plans to destroy it. Planet Gamilus is a heavily volcanic planet. After many years, sulfur deposits from these volcanoes have polluted Gamilus' oceans, eventually turning the water into super-corrosive sulfuric acid. The clouds rain sulfuric drops, and windstorms of sulfuric gas blow violently...a nice

place. Dessler plans to surround Yamato with a cloud of magnetic ferrite. Using magnetic devices, they will pull Yamato to Gamilas and ditch it into the acid ocean. Then, using atmospheric pressure transformer machines, the Gamilas will cause the acid seas to rise. At the same time, coastal guns will be blasting away. This should be it for Yamato, much to the crowd's pleasure. The magnetic beams fire. Yamato, in the ferrite, is caught unaware and inexorably pulled down into the ocean. After the rough landing, Kodai asks for an environmental report, which is started by Analyzer (after he has been put back together from the landing). Much to Kodai's shock, everything around is in some way or another, composed of sulfuric acid. Emergency ascent is made, but the lower third bridge has already been melted off. Depth charges start dropping now, and Yamato is trapped between the acid and the bombs. Eventually, Kodai makes his way to Captain Okita, sick in bed. Kodai reports that the current battle situation seems to be hopeless and that he wouldn't mind a suggestion. So Okita gives him a seemingly suicidal one: submerge. But the ship will melt, says Kodai. Yes, but it will take 5 or 10 minutes to melt. Before it melts, Yamato must find and shoot a volcanic mountain range with the Wave-Motion Gun. This should set off a huge chain reaction of explosions that might stop the enemy attack. Kodai decides to try it, and Yamato dives under the acid. Analyzer plots the course as Yamato slowly melts to pieces. Finally finding the target, Kodai charges up and fires the Gun, scoring a direct hit and creating Krakatoa-scale eruptions all over the place, wrecking a good portion of Gamilas civilization with it. Dessler, seeing all this, finally cracks and goes into hysterically insane laughter. He stops laughing when Yamato emerges intact from the acid ocean. He angrily readies on all-out assault but is confronted by a now unsure Hisu. He believes that this is all for nothing, and that the Gamilas and Earth must find some way to live in co-existence. He is awarded for his talk with a large hole in his chest from Dessler's pistol. The decisive attack begins, a bombs and missiles rain down onto Yamato, which responds with main guns. After a while, it is Yamato with the upper hand, as the ship cremates the rest of the Gamilas forces, and finally blows up Dessler's palace, to the result of the Gamilus leader being apparently squashed by a ton of rocks. Afterwards, the battle over, the ship and crew are fixed up and Yamato takes

off for the quick hop to Iscandar. Landing on the planet, they are met by Starsha, who is almost an identical twin to Yuki. There is an awkward moment when Starsha mistakes Yuki for Sasha/Astra, Starsha's sister, who was the woman on the ship that crashed on Mars way back when. Kodai corrects Starsha, and he informs her of Sasha's fate. Later, robots begin loading parts of the Cosmo Cleaner D on board Yamato, to be assembled on the way back to Earth. Meanwhile, Starsha tells Kodai and Yuki that the Gamilas intended to repopulate Earth as a new home. Returning to the Iscandar city, Mothertown, the group is introduced to an Earthman who is also on Iscandar. It turns out to be (surprise!) Mamoru Kodai, thought lost in the Pluto battle. Starsha explains that he found his way to Iscandar by mere chance--a handy Gamilas ship crash on which he was a prisoner. The Cleaner parts all on board, Yamato readies for takeoff. Starsha declines to leave Iscandar, her home. However, as Mamoru says goodbye to Starsha, she admits love for him and runs off. Mamoru, facing a choice between Susumu and Earth, or Starsha, chooses Starsha and runs off after her. Susumu and Yuki wave farewell and Mamoru and Starsha return to Mothertown, future Adam and Eve's of a new Iscandar. Yamato takes off for Earth and prepares to warp home. Before warp, the bedridden Okita suggests that Kodai and Yuki should get married. After warp, the Cosmo Cleaner is tested, with completely successful results. Finally, Earth is spotted and throngs of crewmen flock to the windows to see. Meanwhile, Okita, in his room, takes one last look at Earth and dies, as Sado salutes him. The celebration continues, unaware of the captain's demise, on the first bridge as Yamato's main theme plays in the background. Yamato flies by the camera and returns to Earth...which returns to its old blue color as Yamato disappears from sight.



QUEEN STARSHA

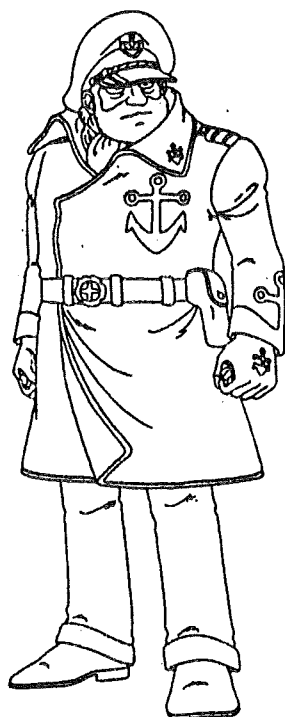
"On September 5, 2200 A.D., Space Battleship Yamato returned!
Survivors: 67, Casualties: 47. And the Earth once again regained its original blue color."

NOTE: There are several different versions of the ending of the Iscandar adventure. The most familiar one is the version used in the series where Yuki is killed using the Cosmo Cleaner machine to thwart a Desslar attack. She is returned to life somewhat mystically by the spirit of Okita as he dies. A third ending is shown in which Iscandar's Mothertown is a weird blue, twisting structure, and in which Starsha has died and is now shown as a holographic image. This version can be shown in the British adaptation of the first season movie, "Space Cruiser".

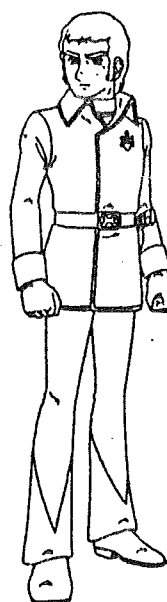
CAST OF CHARACTERS



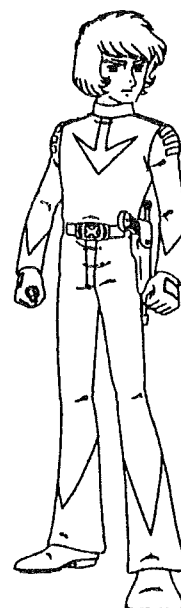
SAKEZO SADO



JUZO OKITA



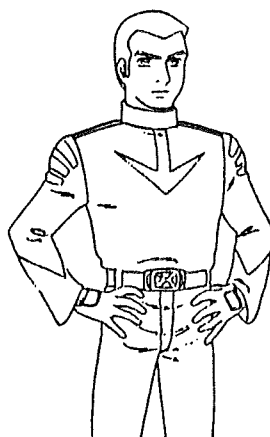
DAISUKE SHIMA



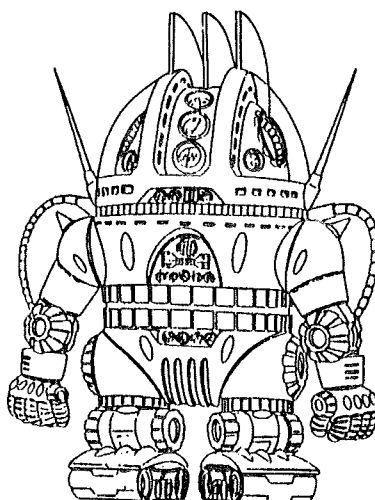
SUSUMU KODAI



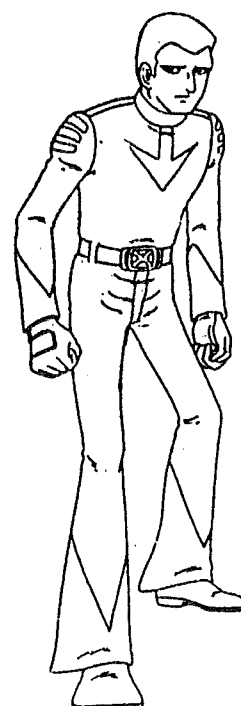
YUKI MORI



SABURO KATO



ANALYZER



SHIRO SANADA

POEM

It's Not Easy Being a Gamilon

by: Jennifer Pannel

It's not easy being a Gamilon,
And being under Desslock's rule
I don't like orders shouted at me,
Or forced to be evil and cruel.

Plus the Starforce, oh that Starforce,
They think that they're so great.
Well, so far they've won most of the battle,
They just may be our fate.

You know Desslock acts so dumb sometimes,
though he's really not stupid.
But while the Starforce is making Gamillions extinct,
He's with his ladies playing cupid.

It's not easy being a Gamilon,
Being a blue-greenish hue.
But as the old saying goes,
They don't make Gamilons like they used to!



ALPHA STAR

by: Jeff Blend

In the Yamato I/Star Blazers I series, the Yamato is trapped between Desslar/Desslock's matter/energy-eating Ectogas and the hellish Sea of Fire on Red Star. Red Star is not the only name for this star. In Star Blazers, it is "Red Star" and the "Wishing Star of Voltan." In Yamato, it is "Alpha Star of Orion" or, in astronoical designation, Alpha Orionis. Red Star does indeed exist. The Alpha star of the constellation Orion is called Betelgeuse. The 11th brightest star in the sky, it is outshined still by Orion's Beta star, Rigel. (7th brightest). By the way, in Reiji Matsumoto's comic, it is Rigel that was supposed to be the "Wishing Star of Voltan.". Rigel is a blusish-white color, so it could have been the Sea of Fire on Blue Star!

Although called the "Wishing Star", Betelgeuse's etymology does not mention this. Arabic translations range from such names as "The Armpit of the Giant" to "Arm of the Central One" to "The Shoulder". Tolkein's Hobbits had a more appropriate name "Borgil", meaning "Fire-Star".

Betelgeuse is a star whose light output irregularily varies. These variations were first noted in the early 1800's by Sir John Herschel. The chief period of fluctuation seems to be about 5.7 years, but there are probably shorter superimposed periods from 150 and 300 days.

Betelgeuse is a red supergiant whose size varies as well as its light. The star's diameter, according to studies, may modulate by 70% during its cycle, a difference which is greater than the radius of Earth's orbit. The star is one of the biggest known, with a diameter ranging from 280 and 400 million miles. (300 to 420 times the size of the Sun). This makes Betelgeuse at minimum the size of Mars's orbit and at maximum nearly the orbit of Jupiter. These figures result from standardizing formulas and the star's distance - now estimated at about 650 light years.

Betelgeuse is also one of the most radiant stars of the supergiants. It has a luminosity ranging from 7,6000 Suns to as high as 14,000 Suns.

Surface temperature is about 5100°F (2800°C), which is typical for a red supergiant. Only 1/10 of Betelgeuse's total, radiated energy is released as visible light. If human eyes were sensitive to all forms of radiation, Betelgeuse would be the brightest star in the sky.

Even at minimum, Betelgeuse's volume is at 160 million times that of the Sun. Since the actual mass of Betelgeuse, however, is only about 20 solar masses, the star's average density ranges from only 0.00000002 to 0.00000009 the Sun's density. Ordinary air is 10,000 times more dense than this! Such hot, tenuous stars are called "red-hot vacuums".

Analysis of Betelgeuse's light displays evidence for a powerful wind blowing from the star's surface indicating a weak surface gravity. Theories show that gas is probably rising and falling from the surface, due to giant convection cells or areas. The coalition of weak gravity and under-the-surface movement allows the rising gas to break through surface layers and create blotches like large sunspots.

Betelgeuse is one of the few stars whose actual surface is predictably within range of detection by telescopes. However, due to Earth's unsteady atmosphere, telescopes never reach the predicted limit. However, in 1975, actual detail on Betelgeuse's surface became available for the first time. This was due to combinations of computer-enhancement and special photography. The large murky sections and splotching on the disc revealed by this method are apparently actual star features, showing areas of different light intensity and heat.

AIRINGS

Original airings and release dates of the SPACE BATTLESHIP YAMATO saga.

SPACE BATTLESHIP YAMATO - Television Series
October 6, 1974 to March 30, 1975

SPACE BATTLESHIP YAMATO - Theatrical Movie
August 6, 1977 to October 28, 1977

ARRIVEDERCI SPACE BATTLESHIP YAMATO - COMBATANTS OF LOVE - Theatrical Movie
August 5, 1978 to October 27, 1978

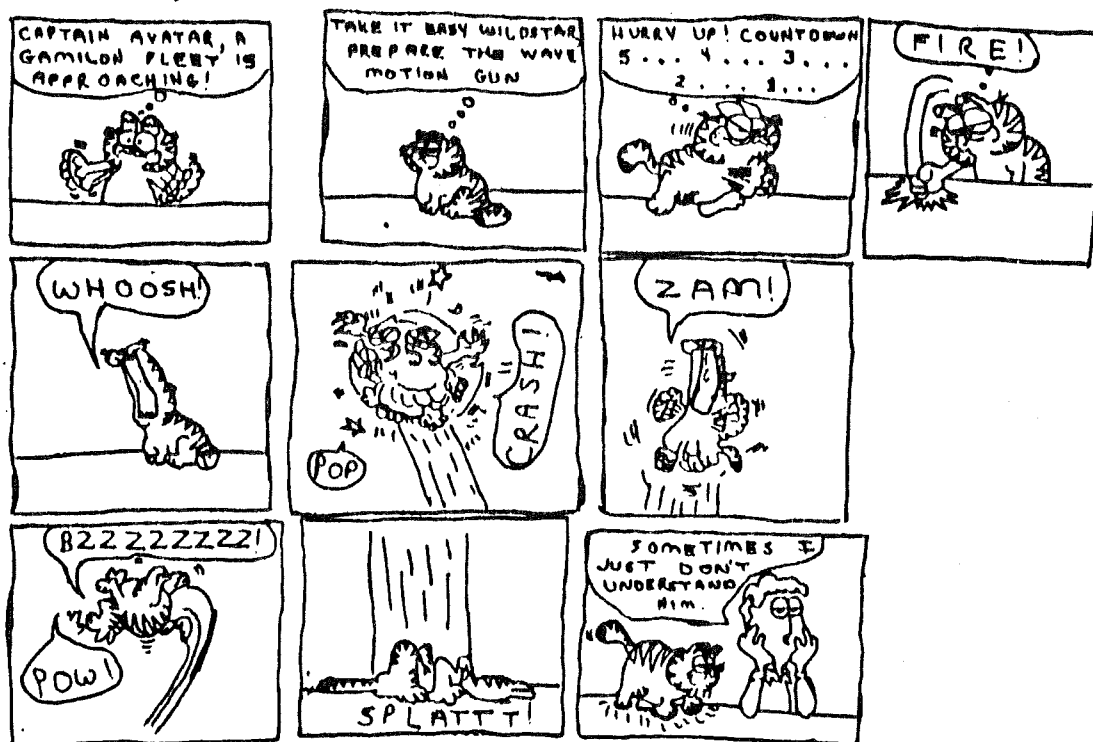
SPACE BATTLESHIP YAMATO 2 - Television Series
October 14, 1978 to April 7, 1979

SPACE BATTLESHIP YAMATO - THE NEW JOURNEY - Television Movie
July 31, 1979

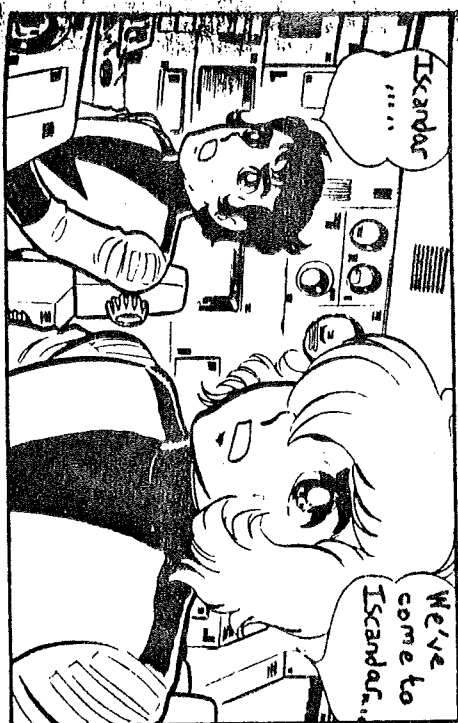
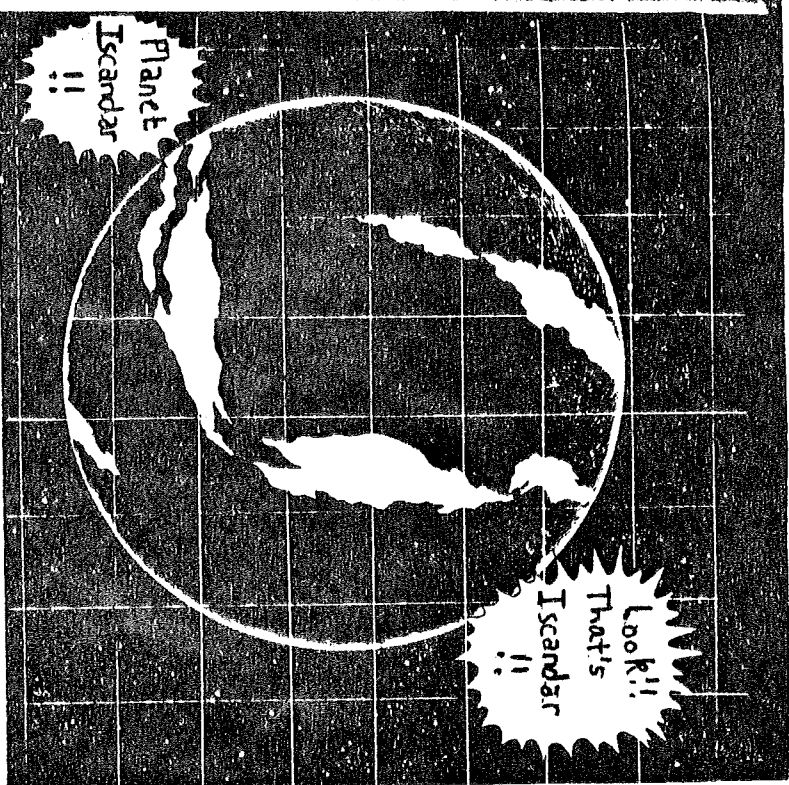
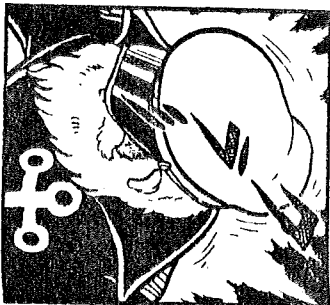
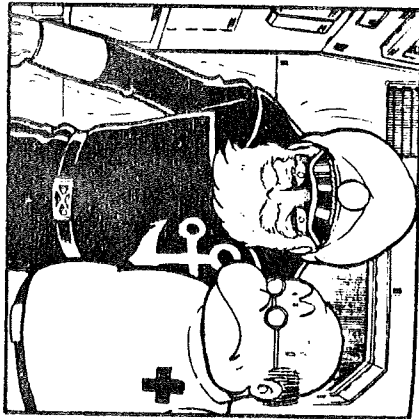
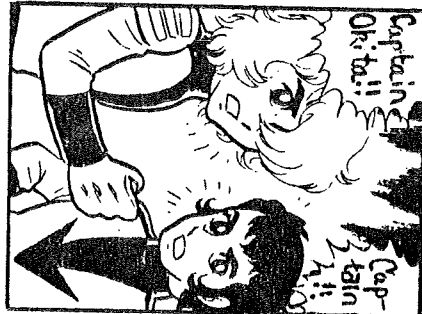
BE FOREVER YAMATO - Theatrical Movie
August 2, 1980 to September 26, 1980

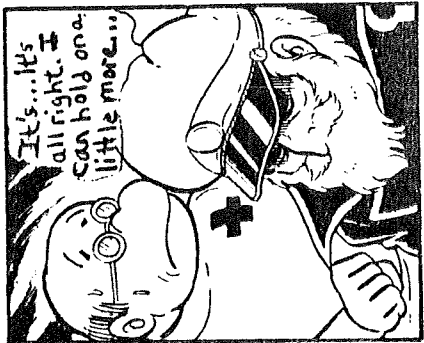
SPACE BATTLESHIP YAMATO 3 - Television Series
October 11, 1980 to April 4, 1981

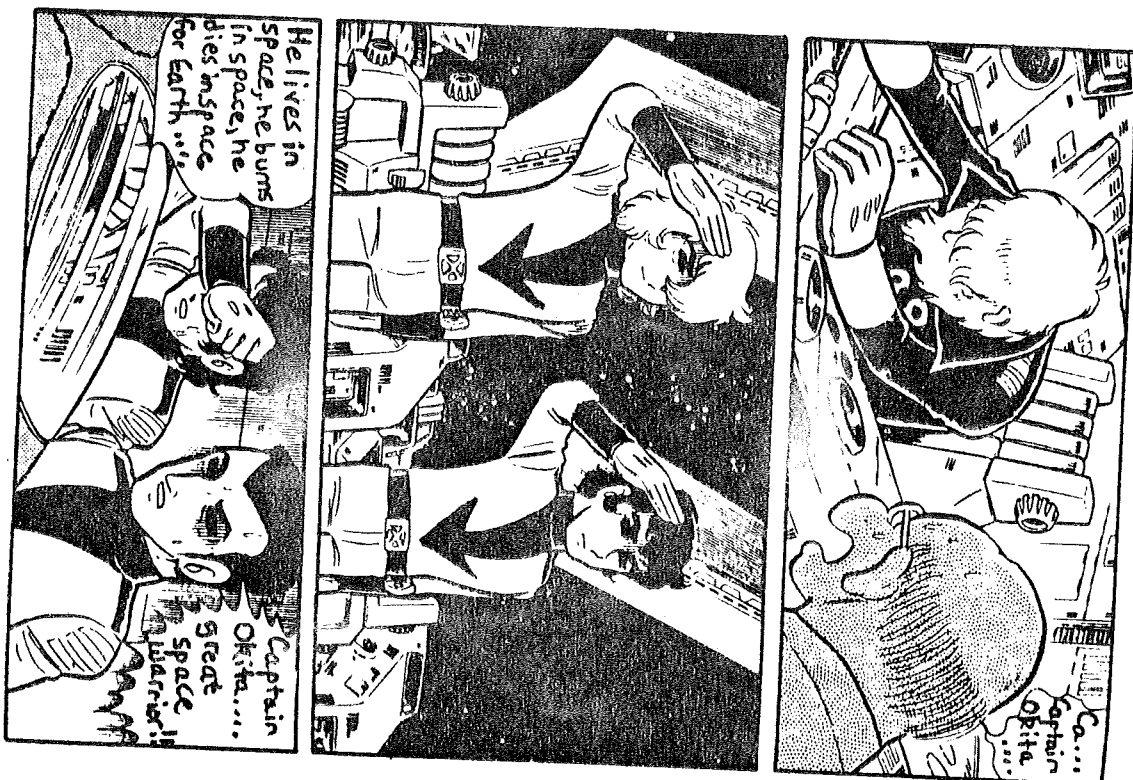
SPACE BATTLESHIP YAMATO - THE CONCLUDING CHAPTER - Theatrical Movie
March 12, 1983 to ?

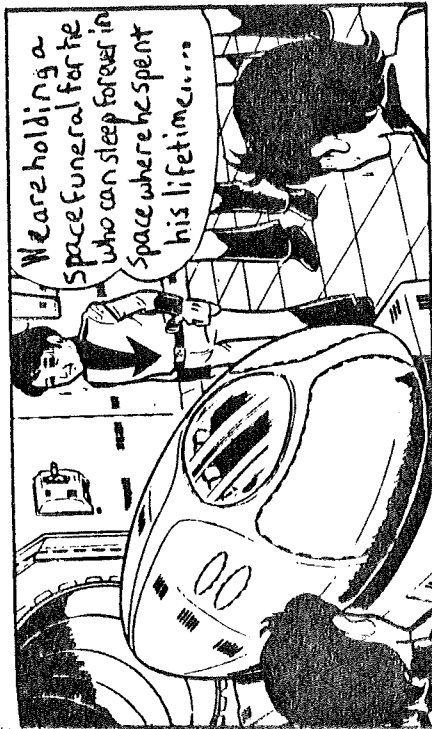
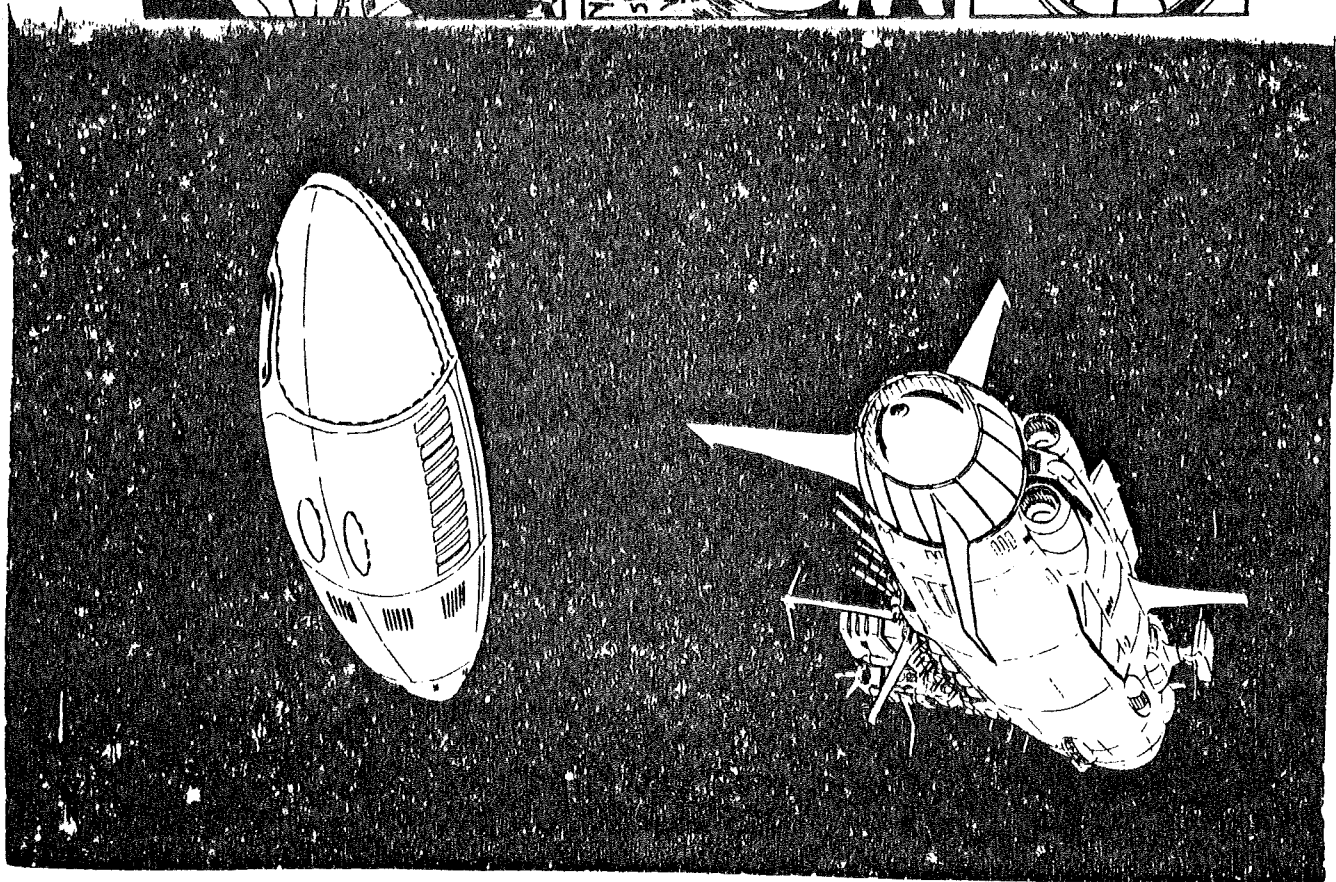


The character of Garfield is copyright ©1985 by Jim Davis.





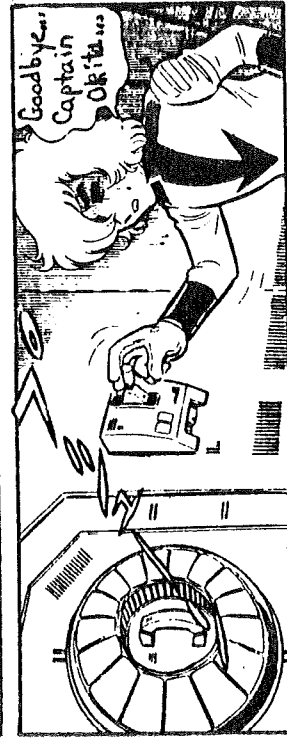




We are holding a
space funeral for the
who can sleep forever in
space where he spent
his lifetime...



Now, you should
shed them...
when our journey
is successful...
Don't
cry!! It's
too early to
shed your
tears...



Goodbye,
Captain
Okita...

BOOK REVIEW

A Glorious Way to Die; Russell Spurr; @1981 by Newmarket Press; 341 pages.
Reviewed by Jeff Blend

Before I found this book, I had suffered some frustration when it came to finding information on the original Japanese battleship Yamato from World War II. Usually a book would just mention the ship, and some books would not mention it at all. The most I found in a single book was a couple of pages. Very strange treatment for the biggest battleship ever made. However, that was, as I said, before I found this book.

Glorious is glorious in its detail. In some parts, perhaps a bit too detailed. The overloading of details in parts such as describing personalities and their whole military careers tend to slow the book down. However, in parts concerning battles and campaigns, the detail works quite well. You can practically imagine Yamato chugging through the choppy water...enemy planes diving down to attack...the eighteen-inch guns blasting...torpedoes impacting...Yamato listing... the pages flip by fast here.

In the introduction of the book, author Russell Spurr tells how he first heard of Yamato in Japan and his following quest for information.

In the first pages, Spurr describes the harbor town of Kure, Japan, where Yamato was built. The poverty, food shortages, and other related problems display Japan's desperate status near the war's end and how the people hoped that the Kamikaze pilots and the gods would strike down the fast-approaching American forces.

The book then goes into Yamato's specifics. Instead of giving details as long lists of gobbeldy-gunk (25 millimeter 2X5B guns; 18 centimeter 6B1...) Glorious instead gives only the major points in an understandable way. Spurr analyzes Yamato's good points (the unique, drag-cutting bow) as well as the bad points (the anti-aircraft guns overcrowded close together, where a hit can create a shambles). Planning, construction, and sister ships are also discussed.

Now comes a review of the Japanese navy after World War I and Yamato's war record. This again shows the Japanese fanaticism for "last banzais". It's slightly slow due to character descriptions.

A description follows of the American forces and their Commanders. This is the slowest part of the book. There is some interesting characterizations of Admiral Raymond Spruance. He was a hypochondriac who often ate raw onion to ward off colds and made his staff eat salad lunches so they would not get sluggish in the daytime. Weird.

One of the most interesting parts occurs when the crews and commanders of the Yamato force are informed of the orders to suicide Yamato. They came about as close to mutiny as you can get--yelling, insulting, inc. The Japanese code demanded total obedience. Unfortunately, tradition prevails.

Finally, the best part--the final battle. Over fifty pages, covering the two-hour, three-wave attack. One chapter would focus on American forces during a certain wave. The next chapter would focus on Japanese forces during the same wave. This pattern continues through all three waves.

As said before, the detail works best here. It reveals the chaos. People being blown up, strafed, disembowled, scalded by steam, drowned; all in gory detail.

After the sinking, a few pages are devoted to rescue operations and notification of both forces' superiors on the battle results.

The final epilogue gives a brief account on what happened to certain persons after Yamato.

To sum it all up: A Glorious Way to Die's length might be a bit long and a bit slow for a normal night's reading. But the battle sequences make it all worth it for the patient reader. I strongly recommend it for Yamato buffs.

WOULDN'T YOU LIKE TO KNOW

by: Jeff Blend

Space Battleship Yamato/Star Blazers is a classy show, and is probably one of your favorites (if not, then why are you reading this zine?). However, it does have its share of mistakes. This can sort of be expected because, after all, it is science fiction. Many of these boo-boos occur in the Star Blazers version, due to inaccurate translations or it is not as scientific as the Japanese version. But there are still many problems in this version as well. This article is going to ask some of the questions sometimes asked by viewers, and may even answer or postulate on some of them. Some will be serious, some will be in a whimsical vein. But they all ask an interesting question.

1. Have you ever noticed that Captain Okita/Avatar practically never took his captain's hat off? The only time we ever see it off is in Yamato I - episode 1, when he is in the Earth sickbay. After that, he never takes it off....even when he is being operated on in episode 17! They took off his shirt and uniform, but not the hat, even though they had to put on that big, bulky oxygen mask! Why is that? Perhaps it is a Japanese custom that you are not captain unless you are wearing the hat. But if that's so, why didn't Kodai/Wildstar wear his hat in Yamato III? Maybe a Gamilon spy snuck on board the ship one day and super-glued the thing to his head...

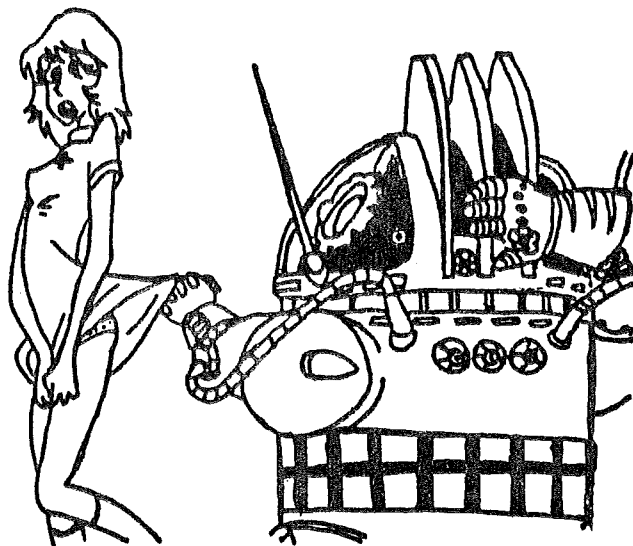
2. Have you ever wondered why Yamamoto/Hardy never did comb that big lock of hair out of his face in Arrivederci/Yamato II? It's pretty difficult to fly a Cosmo Tiger when half of your field of vision is cut off by a long, greasy strand of brown fur. That's probably a very reason why he got shot down. (NOTE: Dear Tasha: PLEASE, PLEASE spare me for asking this question! I know how much you liked him, but people keep asking about it, and maybe someone out there knows the answer(s) to all this. So please spare my meager existence. It's a dirty job, but somebody's got to do it.)

3. Have you ever wondered if sales for springwater went up after Star Blazers came out? I have not checked on it, but I've seen a lot of empty Evian shelves these days...

4. Have you ever wondered why they keep making those crummy battle satellites? The unofficial name for them around here are "the hunks of junk". You would think that after they way they performed in Yamato II they would either scrap or improve them. But Nooooooooooooo! They had to bring them back for Yamato III. Although they look meaner, they still just bounce right off (their beams do). Analyzer/IQ-9 once

said that he helped design the battle satellites. He may be a genius robot, but the intellectual section of his bio-rhythm for that day must have been L-O-W!!

5. Have you every wondered why Yuki/Nova keeps wearing dresses around our genius robot? You would think she would have learned by now. In case you are one of those unfortunates that are still stuck watching censored American Blazers, Analyzer/IQ-9 has a nasty little habit of chugging by and hitching up Yuki/Nova's skirts. Perhaps this is a little trick from producer Yoshinobu Nishizaki to keep the male part of the audience interested. There is a theory (if I can play psycho-analyst here) that Yuki/Nova subconsciously wants Analyzer/IQ-9 to go for the skirt, to give herself sexual satisfaction
....until Final Yamato rolls around, of course. Kodai/Wildstar keeps her satisfied there...



6. Have you ever wondered why they cut scenes in the Star Blazers shows for absolutely no apparent reason at all? Yamato, being a sinfully violent Japanese show, has quite a few "nasty" scenes snipped out of the American version. But there are scenes that were scissored for no apparent reason. For example, there is a bit scene in Yamato II, episode 3, where Yamato returns to Earth for Iscandar in a flashback, flies through the same underground dock Okita/Avatar's battleship flew into at the beginning of the Yamato I season, lands in the underground city, and everyone goes crazy around it, screaming and chanting "Ya-ma-to!" YA-MA-TO!" It's one of the most memorable scenes in the whole series, and it got snipped!! (Typists Note: Why did they cut that from Blazers? It's obvious. Can you imagine everyone chanting "Ar-go!" "AR-GO!" YUK in the extreme! Which brings us to.....)

7. Why did they CHANGE THE NAME OF THE SHIP?!! Maybe Westchester or somebody had some commercializing, copyright thing. Whatever it was, it pretty much sucks, because this resulted in the change of the series' name, and the creation of the Argo. At least those guys in Britain had enough sense to keep the original name (although their adaptation of Yamato I isn't any better than the American name change). But when will those insignificant Terran minds learn?! It is...and it shall always be...YAMATO!!!

8. A very popular question...the dreaded Gamilons-changing-to-blue sequence. Unless you have been out of it for awhile, you know that in Yamato I, starting with episode 11, the formally flesh-colored Gamilons suddenly became blue-colored. I have heard many theories on why this happens--the biggest one being that Gamilon skin color changes when the radiation on the area changes. Or perhaps Matsumoto was low on flesh-tone color and he needed it for Kodai and the other normally flesh-colored folks...

9. Have you every wondered it Aihara/Homer permed his hair from dark brown to almost sandy brown? In Yamato I, his hair is jet black. As the series progressed, it started growing fainter...until it had finally reached a brownish-blond color. Perhaps it is a new, space-age, reverse Grecian Formula....

10. Have you ever noticed that the arrows on the Star Force uniforms kept changing shape? In Yamato I, the arrows had real long stems reaching down from the

collars that split into the two long points that stretched almost to the shoulders. As the show progressed, the stem grew shorter, and the arrows retracted into short little stubs. Weird.

11. As you probably know, Star Blazers has a "next episode" section at the end of an episode. Have you ever noticed that in almost all of those clips, someone always "has to make a desperate decision"? (TN: that's typical of American TV shows in general. The "trailer" has to make the viewer want to turn their channel to watch that particular show at that particular time...how else can the sponsors sell their Pac-Man cereal?)

12. Have you ever wondered why, when other Earth ships fire their Wave-Motion Guns, the crew of those ships need not wear goggles?

13. Since Desslar/Desslok kept missing destroying Yamato by one second, have you ever wondered why he doesn't fire one second early?!

14. Did you notice how Analyzer suddenly became a weakling as time wore on? In Yamato I, he was able to lift and throw tanks around. He got progressively weaker as the years went by until finally in Yamato III, he is being beaten up constantly. (TN: maybe he contracted Captain Avatar Disease - the original, not the radiation-sickness one from Blazers.)

15. Why do they bother to keep the third bridge????!! It's constantly being destroyed, either by lasers, mountains, missiles, or acid. Even if they did keep it, who would want to be assigned there? In addition to its lucky location, it is rather uncomfortable to being sitting upside down!

16. How could Sears Driving School have graduated Col. Gantz?

17. Do you think Mr. Spock could give Kodai/Wildstar a lesson in good sportsmanship and strategy in Japanese chess?

18. Do you ever wonder if Joe DiMaggio can make better coffee than Yuki/Nova ("...black and strong enough to melt the spoon...")?

19. Do you ever wonder if Soylent Green is related to Royal Bee Jelly? In case you didn't see it, Soylent Green was a movie with Charlton Heston, playing a future detective investigating a new food stuff for an overpopulated Earth called Soylent Green. He finds out in the end that the stuff is made from people. In the infamous Bee People episode from Yamato I, the people make a delicacy called Royal Bee Jelly. In the original version of the episode (cut in Blazers, of course), the Jelly is made by squashing other Bee people down into the gunk.

20. Have you ever noticed that when the crew goes down to eat at the ship's Mess Hall, they are always served spaghetti? It usually appeared in the upper left hand slot of a food tray. Apparently, though, appetites change. They began to eat something that looked like egg salad in Yamato III.

21. Have you ever wondered how bombs can drop in space? For that matter, have you wondered how persons can stand on top of ships without floating off for lack of gravity? The bombs may be rocket-propelled, but I didn't see any rocket trails, and you kept hearing that familiar whistling noise, reminiscent of something dropping through air. For a possible explanation to the standing-on-the-ship dilemma, see number 30.

22. Notice how Kodai/Wildstar is always getting his arms shot off? Both are constantly blasted in Yamato II, (episode 2 and 24). He gets another one torn up in Yamato III (episode 14,15), and he gets it again in Final Yamato. Why does he bother to keep arms?

23. Why does Shima/Venture bother to go out on hand-to-hand combat raids? In Yamato II, he is blasted on Desslar/Desslok's ship and practically killed. In Final, he gets it again and this time is more than practically killed. why doesn't the poor guy just stay on the ship where it's safe.

24. Have you wondered how Westchester could have possibly come to the conclusion that "Knox got out just behind you (Kodai/Wildstar)?" When that particular Star Blazers episode is shown (Yamato II, #25), people who don't have the slightest inkling about Yamato go, "Sure...sure..."

25. Have you ever noticed how most of the enemy radar blips on Yamato are almost always in the shape of Yamato?

26. Why doesn't someone tell General Stone to "shut up" for once?!

27. Ever notice how Yamato's Wave-Motion Gun opening keeps changing shape? One moment, it's a small circle, Next, an elongated oval. another time, an oval with the top edged off, etc. Perhaps it's the angle at which you are seeing it...

28. Why do Garuman Proton Missiles (Yamato III) have fins. They seem to serve no apparent purpose, except getting knocked off like certain third bridges and killing third season hero-type parents.

29. Do Comet Empire people originally come from Transylvania? It's a good bet, the way they talk...

30. A MUCH asked question: How can people live in the vacuum of space? Desslar/Desslok does it constantly, Kodai/Wildstar and Sasha did it in Be Forever, etc. A possible explanation might be an artificial life system on top of the ships, creating air, heat, gravity and wind (notice how the capes keep blowing?). It might be similar to the shield seen briefly on Yamato during its encounter with the Octopus Star Storm (Yamato I, episode 14).

31. In Yamato II, episode 8, Yamato is trapped in a time zone where the ship starts to age a thousand times faster and threatens to reduce the ship to ages scrap metal. Why didn't the people grow old? A natural explanation would have been that it affects only inorganic matter. If that's so, though, why did the tomatoes grow fast as well? It's one of those weird things. The episode wasn't too good to begin with anyway, but it's saved by everyone's favorite scene: the Yuki/Nova-uniform-rip-apart-with-white-bra part.

32. In Final Yamato, how could liquid water exist in absolute zero space. It would be pretty hard to have planets drowned the way they were in Final because the water would be all frozen the moment it entered space. It would have been more scientific if it froze, reached the drowning planet, and the head of reentering the waterlogged planet's atmosphere melts the ice. Then the planet can be drowned.

33. In Yamato I, Mamoru Kodai/Alex Wildstar's destroyer was wrecked in a battle near Pluto, drifted through space for a few month, then crashed on the Saturn moon, Titan. The problem: it would take a LOT longer than just a few months for the ship to float over 2 billion miles or so (the distance from the Sun to Uranus). For example, our Voyager probe was launched in 1977, and it will finally reach Uranus in 1986...a time of 9 years (and that was at an optimum time when the planets were grouped in the same general area.). Voyager is traveling at 9 miles a second. Now, for a ship that is just floating in space, it would take decades, centuries, perhaps even thousands of years for it to get anywhere near Titan. Mamoru/Alex would not look very handsome to Starsha by that time....

34. Do you notice how Yamato's crew seems to have a thing for butterflies? In Yamato I, episode 3, an eleven-year old Kodai/Wildstar is shown with his butterfly collection. In Final, Yuki/Nova has one hanging on the wall of her quarters.

35. Another much-asked question: In Yamato I, episode 20, Kodai/Wildstar is explaining how he knew that Ballan's sun was artificial. As evidence, he points out the small eyes of a Ballan space turtle, saying this means that Ballan is really dark with no sun. Where did you learn your Biology Kodai/Wildstar? Everybody taking Biology 101 knows that if Ballan were really dark, the space turtle would have large eyes, so it could absorb more light and therefore see better in the darkness of Ballan's surface. Perhaps this was a mistranslation...

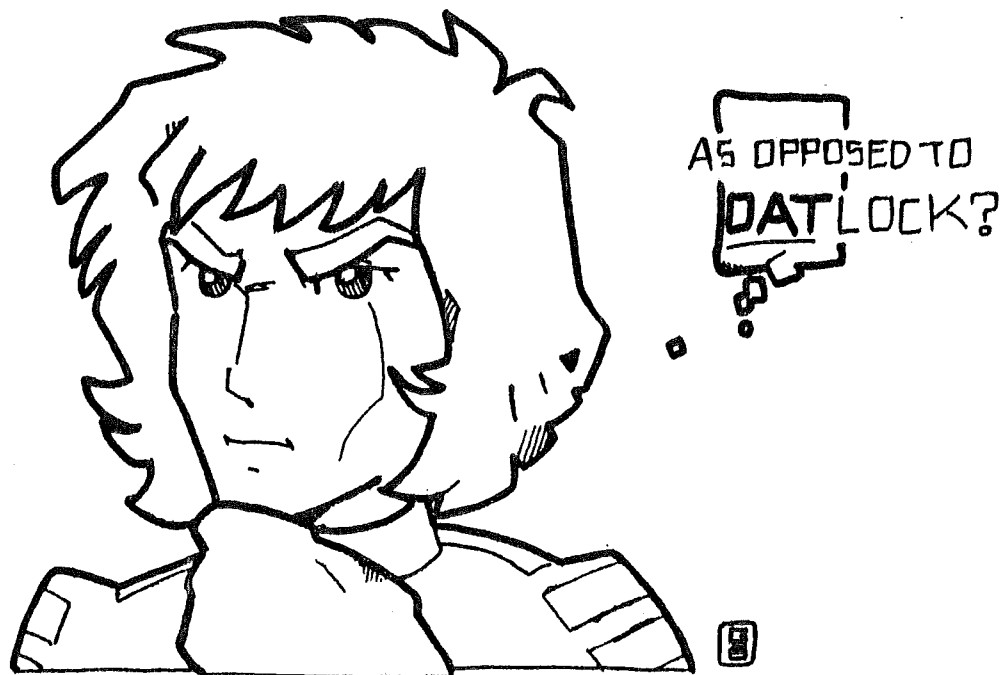
36. Another case of mistranslation apparently occurred in Yamato I, episode 4, with the now infamous "We've traveled thousands of light years in less than a minute" phrase. The ship had just finished making a warp from the Moon to Mars. Now I really don't think that it's thousands of light-years from the Moon to Mars. At least they corrected this little boo-boo in the English anime comic.

There are probably many more I can think of, but I think I've given you an idea of some of the bloopers that occur in the show. If you have some questions or things you are not sure about that you have seen on the show, send us a note and we will see if perhaps we can find an answer for it. Also, if anybody out there has an answer to some of the questions shown here, we would love to hear from you, too...and your replies would probably get a showing in this fanzine. So, get the letters and phone calls in. As a closing note, let me reaffirm what I said at the beginning of this article: Yamato/Star Blazers is a classy show. Although it does have these occasional foul-ups, Star Trek and Star Wars have theirs, too. Personally, if you can put aside your logic, it's the best.

Editor's Last Minute Additions:

1. Have you ever wondered how the Yamato managed to repair all its battle damage? Like there is no way that ship could repair all the damage it sustained during First Season. Especially after Rainbow Galaxy. Sure, Sandor was a great repairman, but a seriously doubt that he had an extra lower hull, third bridge, and main gun turrets in his back pocket! Honestly, folks, where is the Comet Empire-sized shop that followed the Yamato around with spare parts? there was a running joke down here that the ship didn't need to navigate it's way back from Iscandar. All it had to do was follow the trail of junked parts back home. Maybe the ship had resurrection capability?

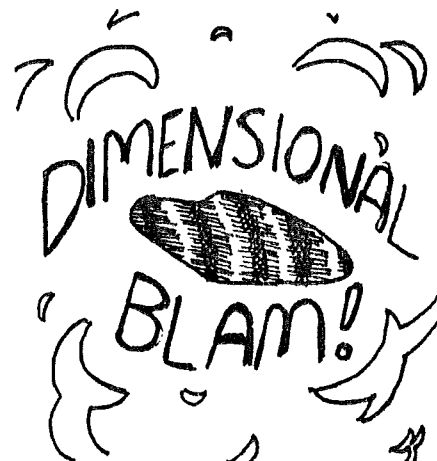
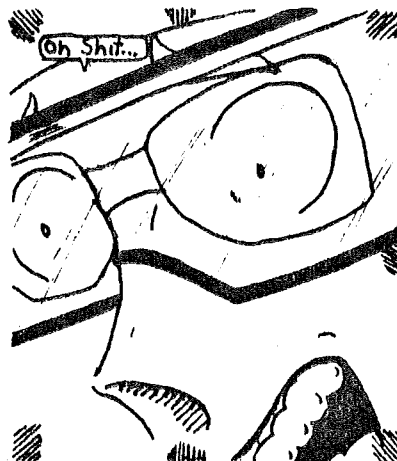
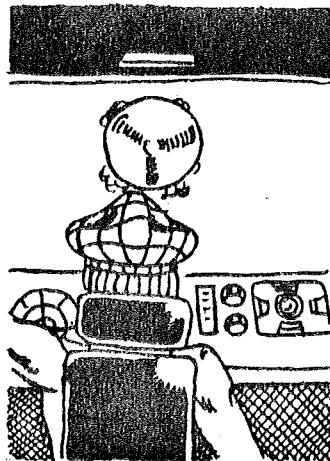
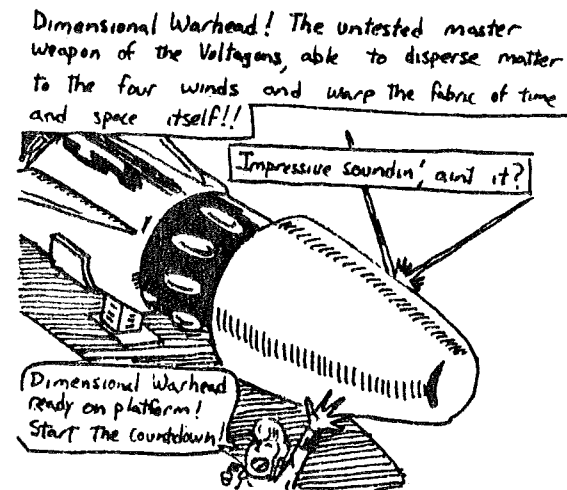
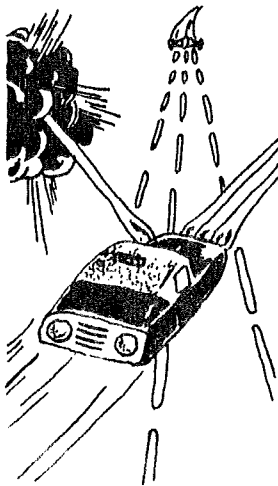
2. Also of concern is Yuki/Nova's hair color. It has varied from a Dark Brown to Ash Blonde. Which is it? Maybe Nishizaki owned a hair color company, and it was his way of advertising the new colors coming on the market!



Space is a sea of endless stars.
In this vast cosmos, new
forms of life are born, evolve,
grow, and die. So has the
universe existed for time
immemorial. But this
doesn't concern us, so just
forget I even brought
it up.

In the farthest reaches of the cosmos (Well, not quite the farthest, but pretty close) the famed hero Brevort of Sathoria, whose mission is to protect the Universe from the menace of the Voltagons and have a good time doing it, engages enemy Voltagon forces in his spaceship "The Flamboy". It is at this point that we choose to begin the chronicles of that most interesting of machines:

ONAL HEAVY METAL AURA BATTLEK:
L. SIGAM DAITALOSS

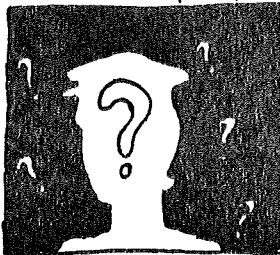


Mfungai to Brevoort! Mfungai to Brevoort! Come in Brevoort!



Forget it sir. When that warhead hit...
He must have been vaporized instantly

In actuality, to be perfectly honest, Brevoort was not vaporized. What actually did happen to him you'll learn in a few panels.



Now, however, we're going to concentrate on the effects of the Dimensional Blast.

For in setting off the dimensional explosive, the Voltagons have accidentally caused all of the alternate realities to collide, creating a mish-mosh of events...



CHAPTER 1



"A SWITCH IN TIME SAVES NINE"

And where does Brevoort fit into these events, you ask?

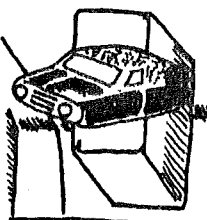


I'm Glad you asked That...

We rejoin him as his ship comes out of the Space-Time Vortex...



Directly in the path of The Global USSDF-1



The SUPER-DIMENSIONAL FREIGHTER MAGRUSS



And when Brevoort comes around...



You, my Friend, are aboard the United Earth Super-Dimensional Freighter Magruss. I'm the head mechanic Jeff Blend, and the fellow going out the door is Captain Wakefield.



A total loss, I'm afraid. We rear-ended it when you materialized.



I am Brevoort of Satteria, and it seems I may be stuck here for some time. Would you mind telling me what's going on?



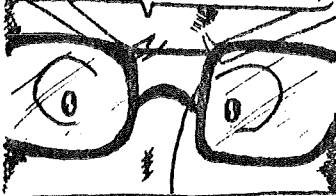
As you know Earth was in the middle of World War III when this ship, the Magruss, crashed landed on the planet. We reconstructed it when the war ended, due to a dimensional dislocation which caused the galaxies to overlap...



At this point, we were dispatched to see what we could do to clean up this mess.



So far we haven't been able to do much, since we still don't quite know how this ship works.



Ed Note: This story takes place before Jeff shaved his moustache, got contacts, and changed his hair.

Outta my way, ya gold-brickin' knee knockin' botos! I got somethin' tado, an' since I'm a Gung-Ho, All American, Meat + Potatoes type 'a guy, I'm gonna go do it!!



Who was that, and where was he going in such a hurry?

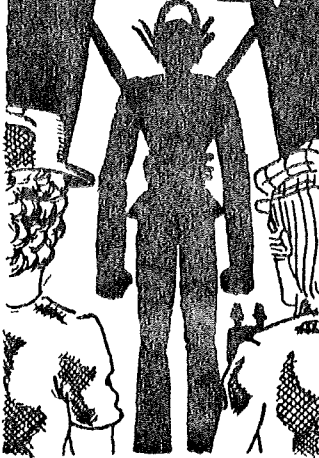


Oh, that's only Logan Darklighter, our resident psychopathic combat officer.

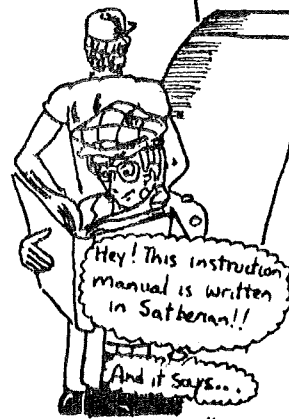
And most likely, he was on his way to the bathroom.



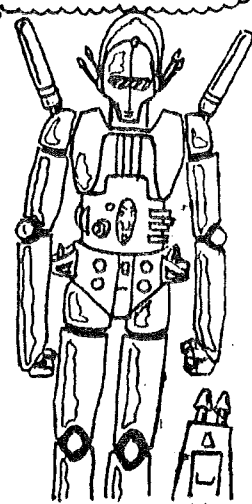
...and this is one of our ship's great mysteries. A combat robot?



Yes. We found it here, but so far we haven't been able to learn anything about how it works.



L. SIGAM DAITALOSS



NEXT DRAMA: "YOU CAN LEAD A HORSE TO WATER, BUT YOU CAN'T MAKE HIM THINK!!" Plus: The BATTROID TIGER!!!



HEY!!
I thought I
had all the
dimensional
stories around
here!

FOR HE WHO WAITS

-by Stephanie Rendino

Queen Starsha walked along the beaches of Iscandar, beautiful as the sunrise she was watching. Her brown hair and her dress both reached her knees. Her eyes were blue and she was tall and fair skinned and slender. She was the last of her people.

The population of Iscandar had been destroyed by a mysterious virus, leaving Starsha and her sister Astra as the only survivors. Astra had left Iscandar to aid another dying race, so the queen was not completely alone.

Her thoughts turned to her absent lover, as they often did. She gazed over the horizon at Gamilon, Iscandar's ugly twin planet. Yet Desslok ruled there, and her opinion, he made up for Gamilon's lack of beauty.

Desslok, the young, golden-haired emperor with the flashing eyes! Starsha had never cared for a man or boy who could compare with him and she hoped she never would. But Desslok's mission was to find a new home for his people and he waited for the day when this task would be complete, his race would be safe on another planet, and Starsha would rule as his empress.

At the moment, his forces were killing the people of the world Starsha's sister had gone to save. Starsha despised Desslok's methods of making room for the Gamilons, but she still respected his strength and integrity. She knew that he could be the wisest and best ruler the galaxy had ever seen, and with her at his side, he would be.

There were massive diamond islands off the shore, and they reflected the sun's light. Starsha shaded her eyes, suddenly spotting something on the beach. She ran across the sand to see what it was. As she drew nearer, she saw that it was a body. A male body.

She dropped to her knees beside him. He was alive, but half-drowned. He was clad in a sodden uniform and smelled like a wet sack. Starsha psychically scanned every nerve, organ, and bone in his body. He was chilled, battered, concussed and exhausted, but she could heal him. Years of tending the sick had left her with that skill. She telepathically summoned one of the serving robots from the palace.

Starsha bathed her guest and dressed him in a soft robe. One of the robots placed him in an empty chamber.

Towards evening, he awakened. Starsha listened to his words until she found the key to his language.

"Go on, Captain Avatar, save yourself...twenty of us on the 'Paladin', four hundred on yours...Derek! You're our hope now, Derek--Derek!" With that cry he sat up and stared at the lady beside him. "Who are you?"

"My name is Starsha," she answered, pushing him against the mattress. "Rest, you've been hurt."

"I'm Alex Wildstar, captain of the Terran missile ship 'Paladin'. Where am I?"

"This planet is called Iscandar, and I am its sole occupant. How did you get here? I found you on the beach."

"I was captured by Gamilons. The prison ship hit a star storm and then I was here. Are you an ally of the Gamilons?"

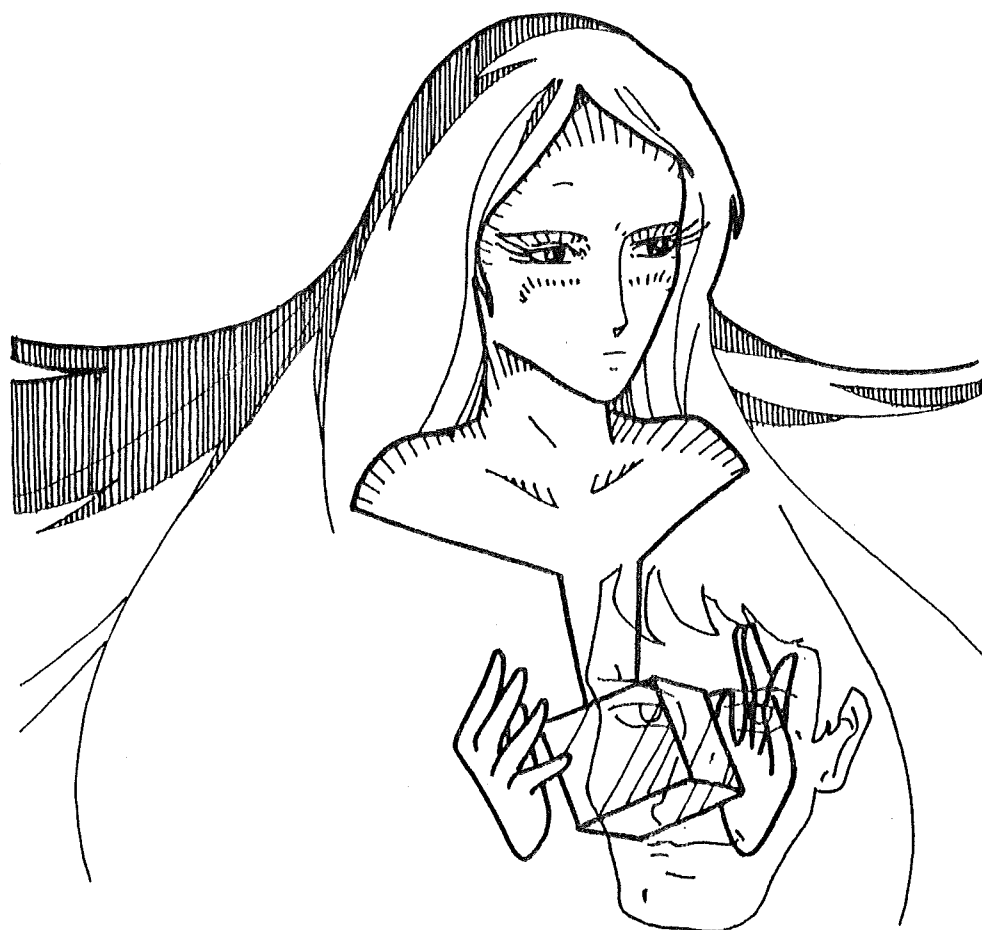
"Yes," she responded, "and no."

"Don't play games with me," Alex warned.

"I am betrothed to their Leader. However, I do not condone their policies and have sent aid to Earth."

"It's all right then." Alex closed his eyes for a moment, then opened them and asked, "But why is a nice girl like you going to marry a Gamilon?"

"I am Queen of Iscandar, so he is an equal. Leader Desslok and I are very close." She showed Alex a holocube of him.



Alex blinked at the grey uniformed figure. "He looks like an arrogant bastard." Starsha backhanded him with a force which made his head ring. "You are in my house and will kindly keep your criticisms to yourself! Especially those about men you know nothing about. Or shall I have you returned to the kind hospitality of the sea?"

Alex lay there, subdued. "I'm sorry. You have been unduly kind and I've been a rotten guest. Please accept my apologies."

Starsha nodded, then snatched up her holocube and left. A robot brought Alex his supper.

Starsha retired to her room and sat on her favorite divan, gazing at the three dimensional image of Desslok. She wished she had never found Alex on the beach. She didn't like him and didn't know what he'd be like once he recovered.

Still, he would be company. If he turned out to be an animal, all she had to do was have the Gamilons pick him up. Perhaps Desslok would find that a good enough excuse for visiting Iscandar.

Starsha went to Alex's room in the morning to see how he was.

"Hungry," he reported. "The food was excellent last night. Did you cook it?"

"No. A robot did."

"Good!" Alex exclaimed. "I hate to think of your pretty head bent over a hot stove."

Starsha laughed for the first time in a long while. Alex was trying to redeem himself and was succeeding.

She had received a bad first impression. Alex was friendly and full of anecdotes. His parents had been killed in the Gamilon bombings after he had graduated from the Earth Defense Fleet academy. A younger brother, Derek, was then a cadet.

"I was captain of the missile boat 'Paladin'," he further explained. "We were flying escort to Captain Avatar's ship at the battle of Pluto. His was Earth's last battleship and I swore to protect it. Captain Avatar's ship got away but the Paladin went down. I was captured and tossed onto a prison ship taking Terrans to a POW facility when a star storm hit us. You know the rest."

Alex's courage cemented Starsha's fondness for him. His first comments to her had been tactless, but he had no reason to love Gamilons. All thought of turning him in left her mind. Starsha felt that they'd soon be fast friends.

Alex Wildstar recovered quickly. Soon the two of them were flying around Iscandar, touring the planet. Starsha steered clear of the empty cities because they depressed her, but the natural beauties of Iscandar were far more worth seeing. The two rose, swan, and took long walks through verdant meadows and sun-dappled forests.

Between the solitude, the scenery, and her own beauty, which she kept forgetting, Starsha knew that she should not have been astonished when Alex tried to kiss her.

It was at noon, under a large tree with gold leaves. Starsha rested in the shade, weaving a wreath of flowers to occupy her hands. Alex was lying farther out on the grass, using his shirt as a pillow while he tanned. Turning his head, he saw what a pretty picture she made.

The completed wreath was gently lifted from her hands. Alex knelt, set it on Starsha's hair, then drew her against himself.

The queen pushed him away. "No, Alex. I merely desire a companion, not a lover."

"Well, you should have found another woman!" Alex retorted. "How can I not fall in love with you? You've been kind, friendly, we're utterly alone, and if you haven't noticed, Starsha, you're beautiful. Possibly the most beautiful woman I've ever seen."

"I'm flattered. But Alex, much as I care for you..."

"I know, I know. You're in love with the blue boy." Alex went back out into the sun.

Starsha plucked at the grass with her fingers. Yes, she had rejected Alex because of her feelings for Desslok. But she had not done it to keep from falling in love with Alex. She knew that she already had.

As they drove home, they returned to a speaking basis. Starsha still said little, for she was trying to make a choice.

Her feelings were further confused by the note a robot presented to her when they reached the planet. It read:

DEAREST STARSHA,
THIS WEEKEND APPEARS TO BE OPEN. I SHALL BE FLYING TO ISCANDAR IN
SECRET TONIGHT. PARDON ME FOR NOT CALLING, BUT YOU WERE OUT. IF YOU
DON'T WANT TO SEE ME, SEND ME BACK.

DESSLOK

"Oh, no." breathed Starsha. "Alex! Alex, you have to hide."

"Why?" he asked. Alex had just sat down to dinner.

"Desslok's coming here. I don't want him to be jealous, so I'm taking you to the next town. Please Alex, I want you to be safe!"

He didn't argue, but it was clear that his feelings were hurt. She left him at a house and opened it for him. Turning, she said, "Alex, I need to talk to you tomorrow." She gave him a quick hug and returned to the palace.

Desslok was waiting in one of the public outer rooms. Starsha hesitated a second as she compared his blond imperial handsomeness with Alex's darkhaired, snub-nosed, impish good looks. But it was only a second, and soon she was in the Leader's arms, her lips meeting his.

Desslok kept Starsha warm that night. He fell asleep with his head on her shoulder, but she stayed awake, mulling over his words.

"I'd love to marry you, Starsha." he'd told her. "I will marry you, as soon as this war is over. That is the only thing I'm waiting for."

Now that he was asleep, she stroked his hair and whispered, "I don't know if I can wait, Desslok."

The next evening, she walked on the beach alone, deep in thought. Desslok had gone home, and she was left with clear memories of his voice, touch, and attitudes. She did love Desslok. He certainly loved her, although he turned most of his attentions to Gamilon. Desslok was proud and willful, a strong yet strangely gentle man to love. But still, she wanted someone who would be with her.

Alex was simple and down to earth. He also loved Starsha, but had an openness and ease of manner she appreciated very much. Best of all, Alex was close. She knew he would never willingly leave her and that he would treasure her above all other things.

She was very quiet as she drove Alex back to the palace. "What's on your mind?" Alex wanted to know.

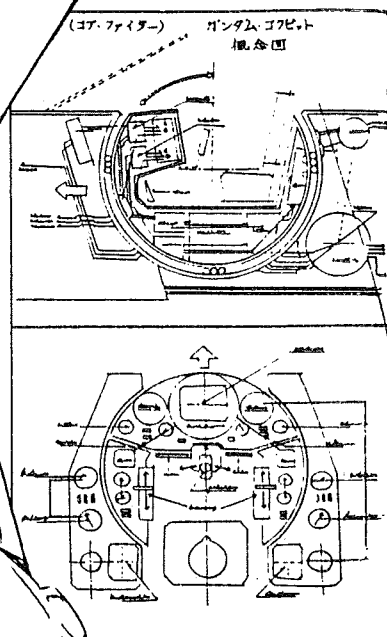
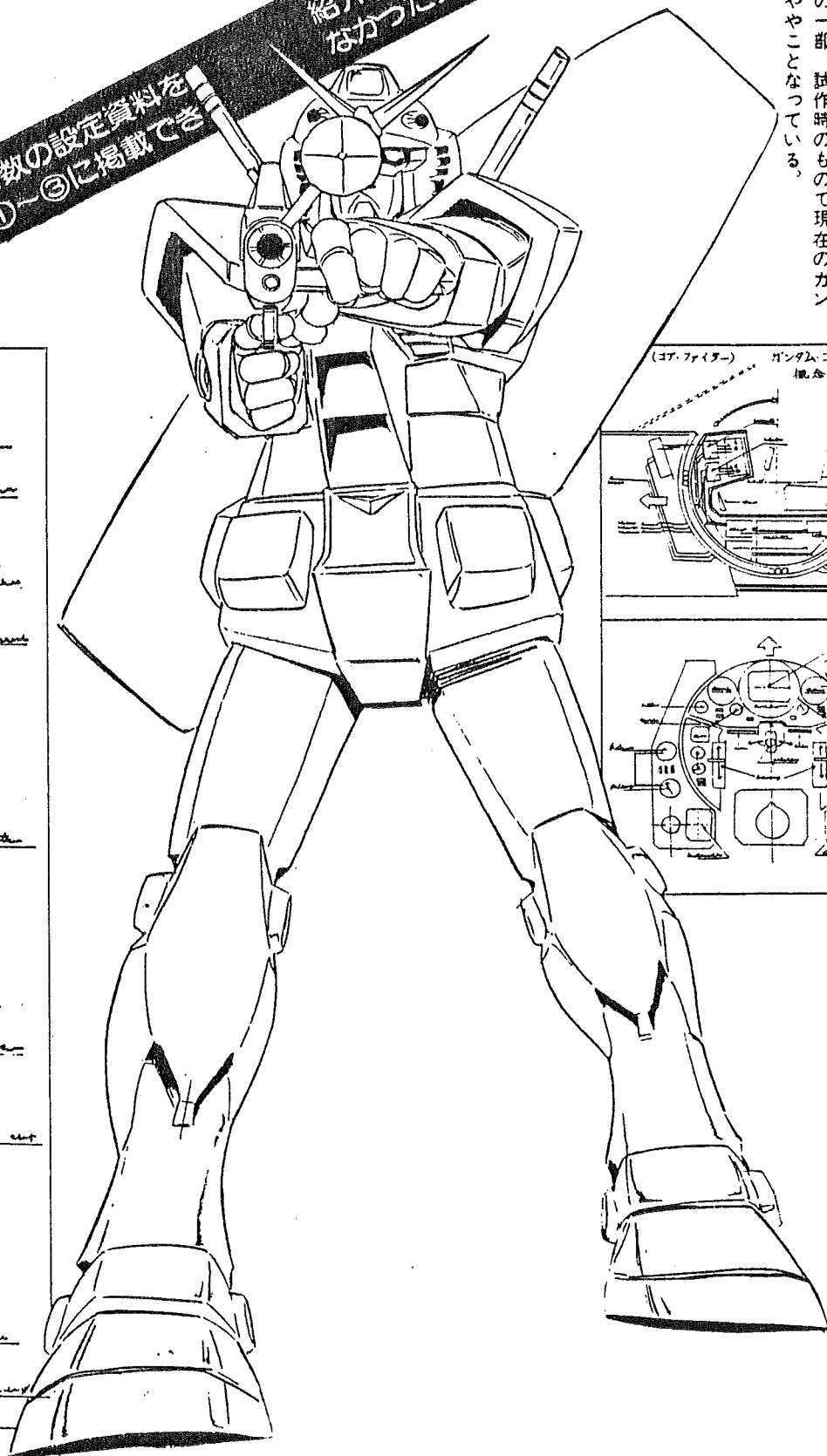
"I was thinking, there is a hope for new life on Iscandar."

"And what is it?" he asked cautiously.

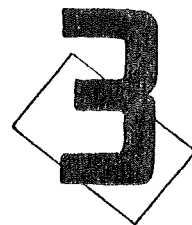
"You." she answered.

(EDITOR'S NOTE - This story was submitted to Nova in the Spring/Summer of 1983 for publication. However it was also submitted to the fanzine Invidia, which published it in it's Issue #1 that came out in the spring of 1984. Therefore, no copyright inflections should come to bear since the EDC had earlier rights to print the story.)

本誌収録話数の設定資料を
ブック①-③に掲載でき



SYNOPSIS - GUNDAM



New Characters:

Earth:

Jiyuu (a.k.a. 'Jui')-- hot-shot core fighter pilot, he thinks he's God's gift to women and is a bully of the swaggering sort. Purportedly a friend of Noah's

Gion:

Lalah Sun -- East Indian girl, one of the Side colonists living on Side 7, a very strong New Type. She is recruited into the Gion forces by Char Aznable as pilot for the new TK Bomber.

SYNOPSIS:

The story opens with a few catch-ups from Mobile Suit Gundam II, Sayla is agonizing over what to do about Char and trying to avoid Jiyuu, who's very quick with his hands. Char, on the other hand, thinks of Sayla with mixed affection and respect for the woman that his little sister has become.

White Base is having numerous conflicts with Gion mobile suits and the fighting has become fierce with inly the shortest respites between. On old boy friend of Mirai's, Cameron Bloom, has shown up, he is now governor of Side 7 and whether he knew it or not, Noah is a bit jealous. Jiyuu however, is a boor beyond words and roughs Bloom up.

In a rare moment on one of the Sides, the crew goes off on a shopping spree in neutral territory. Coming out of a shop carrying the girls' packages, Amuro's jaw drops to his knees when he sees his father. Before he can get to where his father is, Tem Rei has boarded a bus -- Amuro chases it down the street until his father gets off. His father has changed, he was brain damaged in the Gion attack when he was blown out of the Side (in Gundam I) and is now a loud alcoholic, his intellect gone and doesn't even seem to notice that Amuro's been gone and sends Amuro away. Driving back to WB on his own, Amuro gets caught in a rain storm and since it's a little open-topped car, jumps out and seeks shelter under the roof of a nearby house. He's attracted to the sound of a voice on the veranda. It's a lovely young East Indian girl, watching a swan out on the lake. -- they see each other and as the sun comes out, it's something akin to love at first sight on Amuro's part -- Lalah laughs and runs off over the rainwet ground and Amuro is left looking after her.

Driving back, Amuro's mind wanders back to trying to talk to his father. Preoccupied, he doesn't see a deep muddy rut in the road and gets stuck in it, and can't get out, and tries to thumb a ride. A big car goes by, splashing mud and Amuro is about to curse after them when it stops, backs up, and Char Aznable gets out. Amuro's heart must have just about stopped then; it couldn't be anyone else but Char with the mask and red uniform. Char merely asks "Stuck in the mud? Need a tow?". Then Amuro sees that the girl from the veranda is with him and is even more confused. By this time Char has knelt in the mud and tied a rope to the bumper of Amuro's car (muddying his uniform) and has to tell the befuddled Amuro to stand clear or get run over. Char asks Amuro his name, but Char can't quite place it, then confirms Amuro's suspicion that he is indeed Char Aznable, the Crimson Comet. Finally regaining his composure, Amuro hurries to untie the rope from the bumper of Char's car and gets his

uniform dirty as well -- which Char remarks on -- then runs off, and leaves Char confused as to what that was all about.

Aboard WB, the command crew are having an argument in which Mirai and Bloom are having words and Jiyuu slaps her for it. Gion forces close in on WB again and another fight is on. Watching it on television in Char's quarters are Lalah and Char, being informal for once. Char observes that the Gundam's pilot must be a New Type as well and sounds a bit concerned about it. During the battle, Amuro in Gundam destroys a base ship, which makes both Char and Lalah sit up and take notice -- Char is less than pleased. We also see Amuro's father watching the battle and doing a whooping war dance, in the midst of which he falls down a flight of stairs, breaks his neck and dies.

On Gion, the three remaining Zabi children are arguing over the state of affairs on Gion -- there is no heir chosen now and Degin seems disinclined to anything other than brooding over photos of Garma and listening to that last vid-tape over and over.

Far away, outside of a Gion base in one of the Sides, Amuro and Gundam have met with Char in a new red Gelgoog (the new improved Gion MS) and are hacking and slashing it out now. Their abilities are pretty evenly matched by this time, but Char breaks off his attack when he suddenly realizes that their weaponry is about to blow a large hole in the side of the protecting steel hull and uses the Gelgoog's body to protect Lalah instead. Gundam is nearly sucked out the hole when it blows. Char sees Lalah to comparative safety, then finds himself a horse to ride back to theirbase to re-outfit as the Gelgoog was damaged in the blast. On the way, he's spotted and pursued by a WB jeep and it takes off after him, only to have Char turn around and get the drop on the driver with his gun--the driver turns out to be Sayla once again. Surprised, he calls her by her real name, Ardacia, and she calls him Niisan, older brother. What neither of them realize is that Sayla's helmet communicator is on and their entire conversation is being eavesdropped upon by Noah. Char holsters his gun and leans on the jeep and talks with Sayla -- the first chance they've had to do so in years, and they talk about Deykun's death and why Char had to return to Gion --that both he and she are in their own ways fighting against the Zabis. Sayla appeals to Char to come back with her to White Base and calls him by his real name. Noah, listening in, has no idea that she has met the Crimson Comet, only that she met her brother under suspicious circumstances. Char remounts his horse and tells her that Cassibule is dead, only Char remains and rides off, leaving her crying "Niisan!" after him. Presumably, Char was out of range for Noah to hear this, as he is baffled and shaken, but tells no one. Char arrives back at their base and shortly thereafter, an alert is called on WB as an object is headed toward the ship. Kai goes out in Guncannon, but the object is only a medium sized metal valise, hurling toward White Base. It's addressed to Sayla Mass with a sealed letter inside and it is filled with gold bullion. Noah asks her what it's about and miserably, she tells him she can't say. He leaves her alone to read the letter, which is from Char. Char tells her that he is not sure he will get out of the are alive and wants to make sure that her future is provided for, wishes things had been different and to make her own life, only Char remains -- she dissolves into tears.

The fighting continues to escalate and this time Dozeru goes after WB and Gundam himself, having sent his wife and infant daughter to safety (and aren't seen again). As Dozeru and Amuro fight, Dozeru destroys Jiyuu's ship, killing him. (in a very impromptu manner, Jiyuu and Mirai had gotten engaged -- I gloss over this because she should have clobbered him with a brick instead), then Dozeru dies when his disabled ship explodes under him.

On Gion, it's one more blow to Degin Zabi. Two of his children are dead now (and Giron looks exceptionally sly), and he has decided to abandon the war, that there is no point in it anymore.

Lalah is busy making her first test flight in the TK Bomber (aka an Elmeth), and destroys two Earth battle cruisers with it. WB is sent to the rescue, but Noah will not allow Sayla to fly her core fighter into battle. She has a precog and within seconds, WB has been hulled by the bomber. Amuro goes out in Gundam, and while there goes into a strange telepathic rapport with the pilot -- Lalah. Char, knowing that something is wrong, but not what, covers their retreat instead of attacking -- his usual response.

Sayla has a meeting with Noah -- she has been grounded until she will tell him what that case of gold was about and she does, explaining that Char is really Cassibule Rem Deykun... "Deykun!" Noah asks incredulously. No. Sayla tells him, Deykun, and that he is her brother and she is Ardacia Deykun... "Stupid!" Noah berates himself. She however, does explain to him that she did not return to Gion when Char did and her allegiance is to Earth, not Gion, and that she opposes everything that Gion is fighting for in this war. The gold is sent to headquarters for safekeeping.

Char meanwhile, is having his first meeting with his new commander since Dozeru is dead -- Kishiria. She is impressed with his prowess in battle, but is still suspicious over the manner of Garma's death, and when Char has saluted his way out, she tells Ma Kube to run a full investigation on his background. Degin is still mourning Garma's death.

Some short time later, Char is called into Kishiria's office and uncharacteristically, told to sit down, remove his helmet and mask, which he does, looking incredibly wary. Good reason to be--she knows that he is really Cassibule Deykun, and informs him that if Giron knew it, he'd be a dead man...and how was it that her little brother died anyway? Uh---!!! He suddenly realizes that she has all the cards in her hand. He asks that if he's to be executed if she will please intervene on his behalf so that it will be quick instead of turning him over to Giron. She says she'll think about it. He tells her that he was too far away from Garma in battle to reach him in time (but privately she suspects that Giron somehow 'got' to Char already and made him let Garma die so that the path to the throne would be open again). She tells him that they will have to talk again, but that if he's loyal to her and her only, he shouldn't have anything to worry about.

Aboard White Base, Amuro wonders out loud something to the effect that he can't figure out why Char didn't attack him or White Base when he had the chance -- totally disorienting Sayla, who tries to cover up her reaction.

On the Gion ship, there's a scramble called for combat crew, both Char and Lalah. Char kisses Lalah briefly before going out to fly patrol, which confuses her now. She's beginning to get doubtful, although she thinks she is in love with him but isn't quite sure what's wrong.

Lalah, in the TK bomber, encounters Amuro in Gundam and gives Amuro a rough time of it with the remote firing devices, called Bits, destroys his gun and very nearly kills him. They go into rapport again however, and their presences talk face to face to each other...it's mutual love between the two of them. Char, however, is sensitive to Lalah and senses that she is in danger and rushes to her aid in his Gelgoog. What he doesn't realize is that Lalah is actually in no danger from Amuro, but leaps in to save her life, very nearly getting Amuro this time in the heat of his anger. Char is also beset by a core fighter which he nearly chops in half, only realizing at the last moment as the four of them go into rapport with each other that it's Sayla. He pulls his stroke, disabling her ship, but not killing her. It puts off-balance and Gundam chops off the Gelgoog's sword arm and sword, leaving Char unarmed (sorry!) and defenseless. Amuro prepares to spit him on his power sword, to which Char only snarls in defiance. Lalah, however, seeing Char about to die, brushes his crippled mobile suit aside and her ship is impaled on Gundam's sword,

Amuro's reaction time being slightly too slow to stop it. Both Char and Amuro scream her name as she dies, Amuro into rapport with Lalah as she dies and appears in spirit to tell him he is not responsible for her death and that she's going to something far, far better that she could begin to tell him and the ship disintegrates. Amuro, in tears, bids farewell to Lalah, her spirit washing away into the endless sea of space -- Char is nowhere to be found. Instead, he's streaking back as fast as the Gelgoog will go toward his own base, impassive at the controls, but bidding his own silent farewell to Lalah as tears slowly trickly down his face from under his mask.

Kishiria of course isn't happy to lose the TK bomber. Degin has decided to sign a peace treaty with Earth, give in to whatever demands they have, and White Base is one of the Earth ships to attend the signing, taking place in deep space. At the signing, Amuro has a strong precognition and screams for them to turn aside, that they're all going to die -- and he's right. It's the testing of a secret weapon Gion has created under Giron's supervision, called the Sun Flash Device. It uses solar energy in a laser-like way -- WB turns aside just in the nick of time as all of the Earth ships are vaproized...and Degin Zabi's ship along with them. The crew aboard WB are appalled at this new weapon and that Degin was destroyed as well. On Gion, Kishiria is suspicious again, especially when Giron announces that following Earth's treacherous murder of his father and to avenge him, he is taking the throne. On her own, Kishiria begins probing Char's perceptions of the incident -- which does not reassure her. Finally, Giron asks her if she has an objections to his rule, she of course says no, none at all, and he says good. And prepares for all-out war on Earth that Degin had not allowed before this, and with the Sun Flash that they did not have before.

Char, meanwhile, is looking over his new Ziong suit, made for outer space combat. (now THIS thing is UGLY!) He decides to try it out in harassing WB, meets up with Gundam briefly, but Amuro 'recognizes' that it's Char, he knows him telepathically ow. Aboard Kishiria's flagship, she confronts Giron, or rather, pulls a gun to Giron's head and asks why he killed their father and had Garma killed as well. Giron tell her because Degin was about to capitulate, lose everything they'd gained, and that he'd had nothing to do with Garma's death. She observes that if he didn't, it would have only been a matter of time, but that she loved her father, and pulls the trigger. Giron's amazed and lifeless body in the null gravity floats up onto the overhead view screens and bounces off to float in the air. Kishiria proclaims she's executed Degin Zabi's assassin and does anyone want to contest it -- no one does. The battle around WB gears up ferociously -- Char and Amuro are separated but both go off looking for the other when they finish their respective opponents. Both are set on killing the other this time, one way or the other. Amuro destroys both of the Ziong's gungloves, but Char has shot off one of Gundam's arms as well. Char realizes that things are going not quite as he planned and pressure seals his flight suit and puts on his pressure helmet -- good thing too. They're dodging about the stone formations on Side 6, shooting at each other, Char sets an ambush, but suddenly has a precog that something's wrong -- Amuro has snuck up behind him and shoots the Ziong squarely in mid-thorax (being the region where a Gundam pilot sits in his suit), but a Ziong's pilot sits in the head section, which now blasts free of the exploding body. The firing device in the Ziong's head slags off Gundam's head (aiming for where HE thought a Gundam pilot would be), destroying Amuro's visuals. They dodge into the base itself, with Amuro in hot pursuit of Char. 01

White Base has taken a bad hit and been forced to land in Side 6 itself. All the core fighters and Guncannons and so on are involved in defending WB in pitched battle.

In the maze of one of 6's bombed out service ports, Amuro is stalking the remains of the Ziong in what's left of Gundam. By this time Amuro knows how Char thinks and sets Gundam to walk on by itself and fire upward at the first opening in the tunnel,

Amuro dodges out of it and follows. He was right, because as Gundam does just that, a sheet of fire comes blasting down on Gundam, burning off the remaining arm and one leg so that it crashes over. The Ziong head, however, also was hit, and Char barely manages to crawl out the access panel before it explodes, throwing him against the rock wall. On foot and armed with a handgun, Amuro continues to stalk Char. Not until Amuro accuses Char of getting Lalah killed does Char walk out of a side corridor (yet another ambush in the making) and says he no longer blames Amuro for Lalah's death, that she knew the risks she was running -- Amuro interrupts him by shooting at him. HE still blames Char for her death. Char is armed with rifle and jetpack as well and dodges Amuro's fire and vice versa until one of Amuro's shots hits Char in the right wrist and Char retreats down a corridor, closing a blast door after himself, but Amuro slips under it in hot pursuit. Sneaking down the now empty corridor, Amuro is very nearly spitted by an ancient pike, but digging it, there's no one there. At this time, Sayla has a precog and leaves her damaged core fighter to go searching for whoever sent it...who it was, she's not sure.

Amuro finds Char in an ancient armory museum whee Char grabs another pike and throws it at Amuro but misses left-handed. Deciding enough is enough, Char grabs a foil off the wall and goes after Amuro with it. He barely dodges the initial thrust, then grabs a foil himself and they're at it again. Char is definately a better swordsman than Amuro, but he's wounded already and in his right wrist so he had to fight left-handed. Sayla finds the fighting and pleads with the both to stop -- they don't of course and both lunge at the other yelling "Shi-ne!" ("Die!"). Char's sword gets deflected and goes wide, stabbing through Amuro's shoulder -- Amuro's sword goes true, through Char's faceplate and right between the eyes before pulling loose. their momentum brings them together and they go into mental rapport with each other through a haze of blood, Char experiencing Lalah's farewell to Amuro that he did not. A blast behind them sends Sayla (with no jetpack) crashing into them and separating them. The blade snapped off in Amuro's arm gets jostled when he hits the wall and he's in agony. Sayla stops Char from doing anything more to Amuro during this time and tells him (when he stubbornly says "He killed Lalah!") "So would I have!" which stops him in his tracks. Another blast of the rapidly disintegrating Side 6 throws them all apart, Amuro down a corridor, Char up onto a wall, and sucks Sayla back into the fire. Char jets after her and snatches her out of the flames -- only then that she notices the hole in his visor and the blood running down his face, but he says it's only a scratch. Amuro, down the corridor, pulls out the foil himself and patches his pressure suit. Char and Sayla however, have come across a fatally wounded Gion (debatable whether he was just unnamed cannon fodder or supposed to be Ral, who did not die in the TV version--). Char finds out that Kishiria is still alive and reminds him that he still has a task to accomplish, avenging his father and wiping out the Zabis. The Gion dies, and Char regards him sadly and silently for a moment, then takes the man's undamaged helmet and puts it on, collecting a bazooka as he does so. Sayla asks where he's going and Char tells her that he has to finish the job and that neither side will win in this war and that it's his wish that she should marry Amuro, who is also a New Type, and start again. Sayla is floored by this directive to marry Amuro. Char takes advantage of her disorder to walk away from her, hesitating a second as he does so rather as if he's not sure she won't shoot him in the back, or like he'd rather turn around and go back to Sayla and Earth himself--but goes on. He asks directions of a Gion crewman to Kishiria's ship, jets up in front of the control port and hovers there until he attracts Kishiria's attention. She can't figure out what he wants until he salutes her, raises and aims the bazooka through the port (a wonderful head-on view as if you were sitting in the control chair). You see the cross-hairs reflected in the faceplate of Char's helmet

as he pulls the trigger, the expanding fireball growing larger as it flies toward the observer. Cutting to a sideview, the shell literally takes Kishiria's head off, her body thown back over with ripped-out seat and all behind it. The shell explodes in the cabin, hurling fragments through the enclosed space, a piece ripping through an officer's chest and part of Kishiria's torso rebounding. The chain reaction sets off the surrounding hangar, which blows the base, until all of Side 6 is exploding from within.

The remnants of WB have had to abandon it and are crowded into and onto 2 shuttles. Sayla runs to catch up to them and hurls herself through space to be caught by them. Amuro and Char, however, have not appeared out of the inferno. A woulded Amuro has crept back to the remains of Gundam, which has a core fighter as a part of the structure. He frees the locks on it and takes off in it as the place blows up. No one aboard the survivor craft thinks that Amuro has made it and Sayla realizes she's lost both her brother and Amuro as well -- Amuro does make it out though, with the fuel running out of the core fighter and has to launch himself on a trajectory for them to catch him as well. As he's nearing the WB people, you see that he's focussing in on Sayla, holding her arms open to hem, and the music is "yes my sweet -- I want to get back to where you are" (which is better than I make it sound here) and thay all head back Earthward until they're only a star-like light in the blackness of Space. Run end credits until a part of a red-hulled Gion ship pulls up into the corner of the screen and slowly rolls up past a full-length viewport that has a silhouette of a tall and thin officer standing in it -- you can't see details, but you KNOW it's Char, and that he escaped the exploding ship somehow and is alive as well...the story may not be over yet!!

End Gundam III

Author's Note: This relates the story of the 3 movies as I know it or have observed it. I don't claim to be an expert and don't claim that this is the gospel truth, but I did not steer anyone wrong knowingly and tried to avoid things if I didn't now for sure. If I made a lot of mistakes, I apologize and would like to know why anyone who knows the movies better than I do didn't write this?

-Julie Froelich (under the corrections of Stephanie Rendino, with thanks for guidance to Ardith Carlton)





Frau Bau



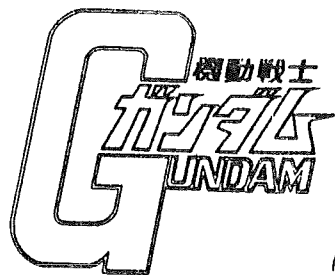
Lt. Anjane



Amuro Rei



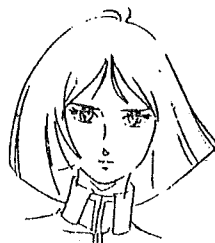
Amuro's
parents



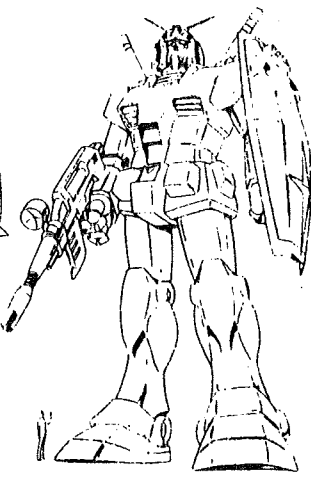
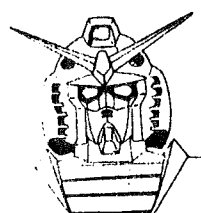
Miharu



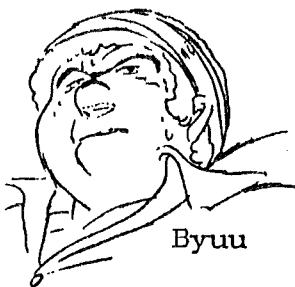
Kai



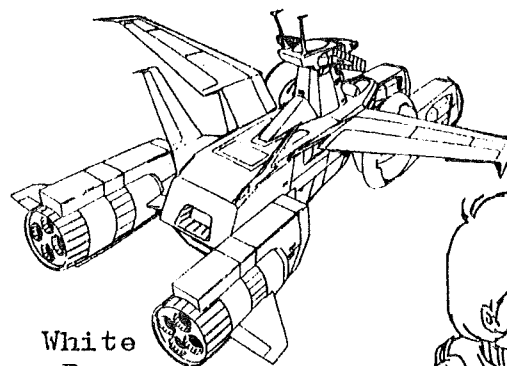
Sayla
Mass



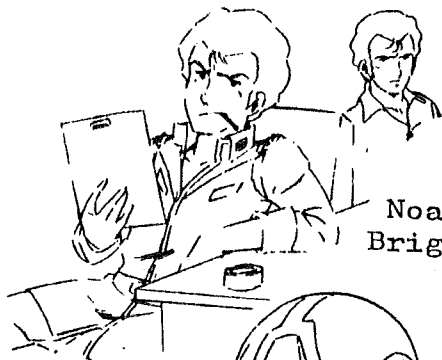
Gundam



Byuu



White
Base



Noah
Bright

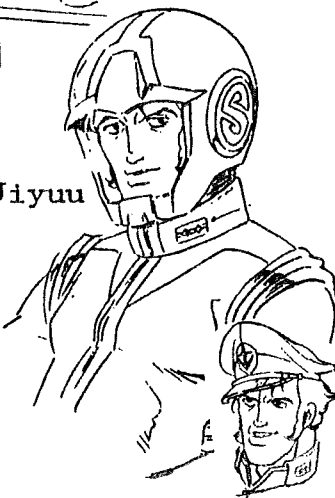


Kashu,
Kikka,
& Reshu

Mirai



Jiyuu





Char Aznable



Garma Zabi



Iserina



Degin Zabi



Lalah

Dozeru Zabi



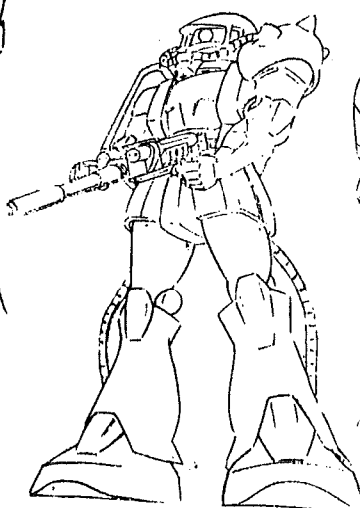
Kishiria Zabi



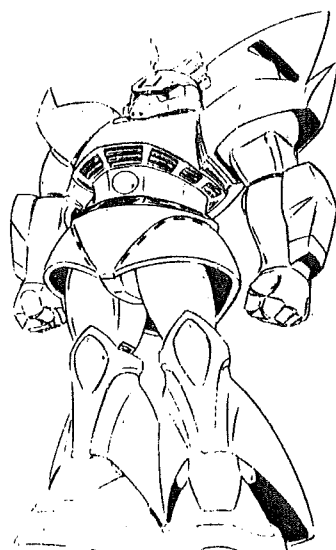
Karaure



Ma Kube



Zaku



Char's Zaku



Giron Zabi



"IN THE INTERIM"—A PROPOSAL

by Kelli Alexander

"This is a Trek-based story that introduces a new character into main-line continuity. Alondra Correlan. Beautiful. Dangerous. Mysterious. She lives on a relatively primitive 20th century-type planet and is stumbled upon by the crew of the Enterprise. With tawny hair, fiery eyes and a temperament to match, she wields power in her own world, subtle but unmistakable. She is a leader among the people of the planet, an agent for a major corporation that controls science, politics, and other major factions crucial to the planet.

"But she holds a secret. There is more to the planet than meets the eye. She is discovered to hold the key to information as devastating to people of the planet, as it is dangerous to the Enterprise and her crew. Kirk and McCoy's goal as they are stranded mysteriously and without warning: to find out her secret, and the history of the vaguely defined 'Company' she works for.

"This is an action-adventure with more than a little bit of mystical intrigue and surprises as to Alondra, the planet and the group she, previously allied to, suddenly turns against to aid the innocent crewmen who have unknowingly stumbled onto it."

This, is the basic (very basic) concept of the 1st story in a series I call "In the Interim". There are a total of 5 stories that develop the characters and are a postulation on my part of what might have happened between the end of the aired TV series (they never did show the last two years of that 5 year mission) and the beginning of Star Trek: The Motion Picture. Why would Spock feel a need to go to Vulcan to endure the Koh'linar? Why did McCoy leave and start a private practice on Earth? Why did Kirk change in personality and step on friend's toes to regain the Enterprise? (something rather out of character for him) This series gives a possible why.

Story 5, however, is rather messed up since the release of Trek III, since it's storyline takes place after the Khan incident and has Saavik in it in Spock's place. There has to be a rewrite of that on my part, or I can begin an Alternate Universe premise from that point onward.

The stories have been in the works for 8 years, writing and rewriting, and are still not totally redone.

The editors of Nova, having read the first 25 pages or so, want to print it as an extension of Nova, branching into general SF occasionally, and there is enough written to keep chapters going for years if necessary. (Maybe that is a bit of an overstatement, but I doubt it.)

I was asked to print a synopsis of the story for this issue of Nova to see what the reaction would be to it. Another alternative is to put it out as a separate fanzine to be purchased by interested parties. Still another method is to print a first chapter in Nova, to be followed by a full fanzine, sort of an introduction.

It is up to you, the members of the EDC to decide. Please send your comments to EDHQ, c/o Derek Wakefield, Rt 4, 2410 Shady Shores Rd, Denton, TX 76205. All comments, pro and con, will be greatly appreciated.



Southern Cross



- by Tasha Seren

Chapter 3
"One Chance in a Million"

Toni stood at one of then many windows that lined the rec room, looking out at the familiar arrangement of stars that speckled the black canvas of the galaxy.

It had been awhile since she had been able to enjoy such a sight and just think, through her surroundings were not at all quiet.

She looked back and watched the pilots amble from here to there, attending to social business and enjoying the free time they had after their work was done.

That first day several months ago, when Toni walked into the receiving section of the moonsurface base and was greeted by a bunch of wild raving maniacs (a.k.a. the Black Tigers), she wondered how in God's name she was going to live with them during the final training ahead. Then after talking with them, working with them, and quickly growing closer to all of them as a sister, she wondered how she had ever lived without them. Conroy, Hardy, Fagen and all the others were the last family she had left.

Toni looked back out the transom. A cold shiver went down her spine. She was going to lose all of them, very soon. She was sure of it. But how did she know, how could she say that one of her closest comrades was marked for certain death in the near future?

The nightmares and the strange unexplainable feelings that disturbed her daily routine. They hadn't really bothered her before. When she was younger they were few and far between, but lately they had become more frequent, though most of them were short pieces of what seemed to be one long dream they were mixed to the point that connecting them together or trying to understand them was impossible.

"Toni, I've been looking for you." Hardy placed his hand on her shoulder.

She jumped at the action, but smiled when her thoughts drifted back to the real world.

"I brought the Cross back." he handed her the pendant.

The minute the icy cold surface of the pendant touched her palm it's temperature changed and flooded her hand with a pleasant warmth.

"Already? Was Sandor able to find out it contents that fast?" she looked down at her Cross, it emitted a soft almost unnoticeable glow as a form of greeting for it's owner.

"Uh...well, no. He couldn't get it to register on the computer."

"What?"

"It's molecular structure doesn't match any of those recorded"

"I don't understand."

"Sandor said it could be a completely new mineral. There's no trace of any familiar substances molded into it."

"New, huh? What about age? Could he find it's age?"

"Another dead end. There's no corrosion or wear on its surface."

Toni looked down at the Cross. The illumination formed a brilliant array of varying hues which danced gracefully across its surface. It almost seemed as if the little object was laughing at their failure. "So, I guess finding it's origin is definately out of the question."

"You said it. There's just too many possibilities on it's original location. It could have come from any of the mining stations destroyed during the war with Gamilon. And since we can't find its age, it could have been made centuries ago and was just passed down from person to person."

Toni's reply was over sounded by the alarms.

"A red alert." Hardy supplied.

Fagen ran through one of the entrances. "Will Ya'all hurry up?" he said impatiently.

"Hey, what's going on." Travis asked.

"The marine base on planet Brumis," Fagentried to catch his breath, "it's under attack."

"Attack?!" Toni and Hardy exchanged glances. "By what, or who, Gamilons?"

"I don't think so. They don't look like them. Their planes are a lot faster and they're really frying our base."

"Well then let's get out of here." Travis said, dashing out the door behind Fagen.

Hardy started to leave, but halted and looked at Toni. "You report to Kerby, he's in charge of the hangar crew. They might need some help setting up after we take off....And don't get any ideas about taking that fighter out."

Toni smiled. "Who, me?"

Hardy gave her a cold glare. "You've gotten away with too much already. You swear, Toni."

"Oh come on --"

"Swear you won't take that fighter out."

"Oh....alright, I swear."

"Can I trust your word?"

Toni looked out the window again. "Uh-huh." Toni replied, voice heavy with reluctance.

"Okay, sport." Hardy smiled. "I'll see ya' soon."

She watched him run out the entrance to his post. A broad smile stretched across her face. "Sooner than you think." She said revealing her crossed fingers from behind her back.

Toni settled into the Cross's cockpit and strapped herself to the seat. "Well, good morning." She said with a smile as she pressed buttons and turned various dials to get her winged creature moving. "Did you miss me?" Her only reply was a sputtering roar as the engines kicked into life. "I didn't think so. Sorry I asked."

"The runway's clear." Toni observed, she glanced at the ramp just in time to see the last fighter glide off and drift into the darkness.

The Cross was slowly loaded off its shelf in the main hangar that was provided for it earlier after the fighter was repaired.

Kerby turned to see the Cross easing down the runway. "Hey," he began, stepping in its path though it was several feet in approach, "Toni, stop!" His voice rose as he tried to flag her down. "You can't do this! You'll be killed...Wildstar's gonna ground you for life!"

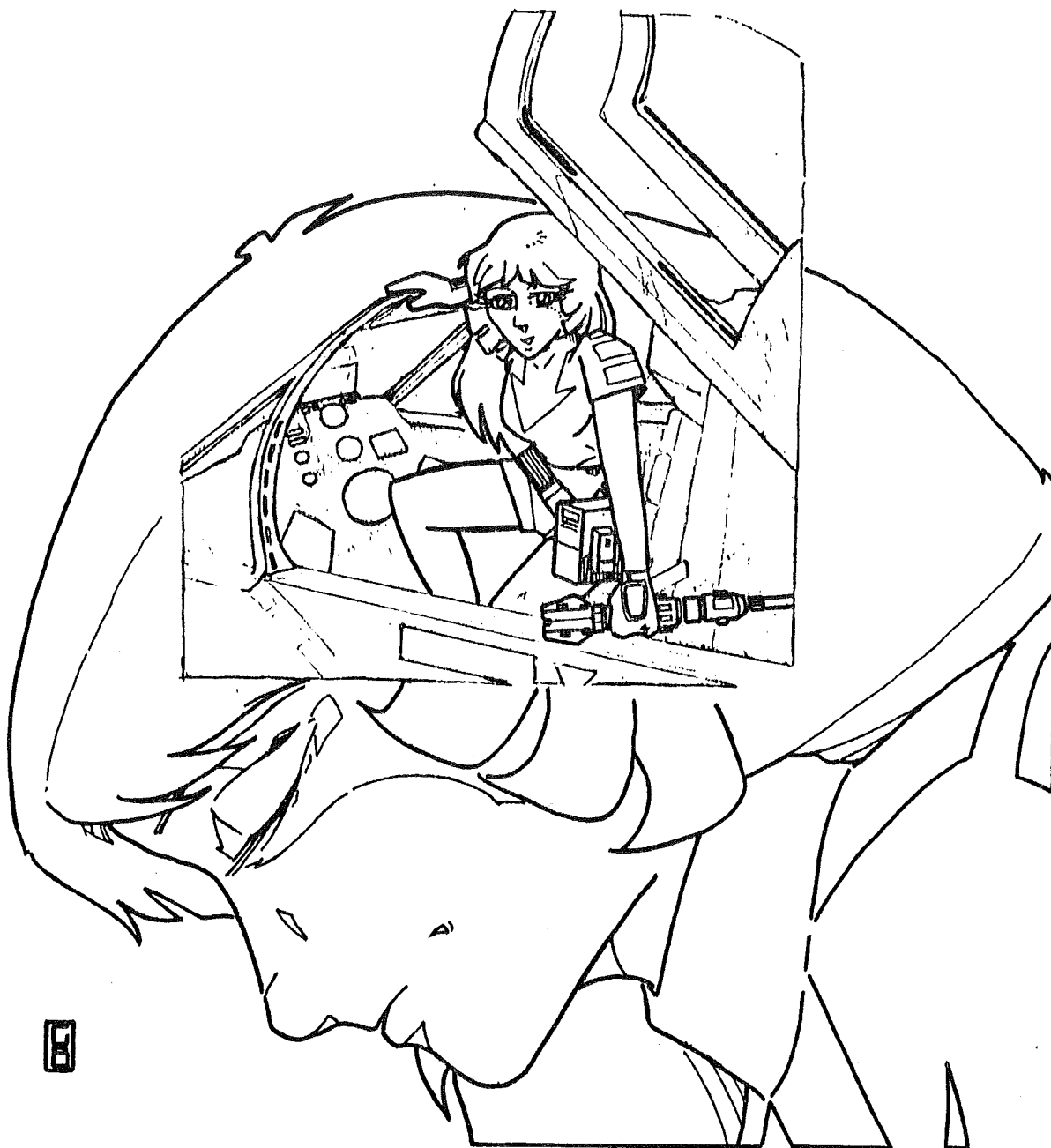
Toni made no attempt to engage the brakes, but allowed the fighter to approach Kerby rather closely. Close, to the point where Kerby was walking backwards to avoid a collision with the nose of the fighter.

"Toni!" he persisted. "If some bomber doesn't get you, Conroy will!" He quickly moved out of its path realizing he was getting a little close to the ramp. "You'll be peeling potatoes till it snows in hell!!..... Am I getting through to you?!"

"NO!" Toni shouted back just before the canopy shut and sealed.

The thrusters roared into action and for a few moments during lift-off nothing else mattered.

Suddenly a fantastic sensation of lift overtook her entire body as the craft pulled free of gravity. It glided into space: a vast field of darkness lighted only



by a few stars twinkling in the far distance and the occasional burst of colorful fire from the planet below.

The surprising flash of a laser, or something, searing past her fighter startled her.

Several carriers and a flagship were moving in on the Yamato. Thier fire was soon returned and a white blast of plasma reached into space and consumed an enemy ship in a ball of fire.

Toni smiled. This small fleet was no match for Yamato, she thought. If these were Gamilons they should have known better than to try and take on the Earth ship with so few destroyers.

"Alright," she glanced at the control panel, "let's see just how well you handle."

The Cross responded surprisingly well to each command she sent through the controls. Speed and direction indicators were fine, the altitude jets responded okay and - "Damn fuel gage!" She gave it a good smack, and received a rather loud and annoying squeek from the control panel in return. "Okay, I'm sorry. But yo--"

She was interrupted by Travis's voice over the comlink. "Conroy, I got an unidentified object coming up right behind us."

"Listen fella, watch who you're calling an object!" Toni shouted back, nearly sending Travis through his canopy.

"Toni!!" Conroy didn't sound pleased, but lucky for Toni, he was unable to complete his sentence. (It would have been censored anyway.)

A wave of missiles from the oncoming enemy planes caused the Tigers to split formation and counter attack.

"Damn it! Get out of here, Toni, it's too dangerous for you here." Conroy finally managed to scream.

"Oh, no! Not this time."

"I don't got time to argue with you--"

"Then don't!"

"It's an order, get back to the ship!"

"Don't make me tell you what I think of your orders." Toni's fighter dove toward the surface and quickly faded out of sight over the horizon.

Conroy prepared to go after her, but a movement on the surface of Brumis that caught his eye, stopped him.

Tanks! Hundreds of them pouring out of the carriers orbiting the planet.

"Conroy, look at them all!" Hardy said.

"I see them," he replied. "Hardy you take your squadron up and get those carriers before they can release any more tanks. My squadron will take care of the ones down here. Can you handle it?"

"No problem....Conroy, what about Toni?"

"I'm gonna try and find her."

"Why don't you just let her go this time."

"Are you crazy?"

"She can take care of herself."

"She should, I taught her everything I know."

"Then why not give her just this one chance?" There was a short pause between them. "What are you gonna do once you catch up with her? Shoot her down? She can't outfly you..."

Conroy paused a second before answering. "Follow your orders, Hardy, those marines are in bad shape."

Toni couldn't believe what she had heard. She tapped the comlink in her helmet just to make sure it was working correctly.

Was that Hardy sticking up for me, Toni asked herself. He had never done

anything like that before. Perhaps he respected her spunk in some way, or maybe he just wanted her to learn a good lesson.

Whatever the reason, she was grateful. She now had the chance to prove she was a pilot, she belonged with the Tigers, not in the repair hanger.

With that thought in mind she gathered strength and courage, then took her place with Conroy's squadron, who were scattering just above the surface.

Hardy could count only three tank carriers. Three was enough.

With the sudden appearance of the large squadron of Astro fighters, the carriers quickly buckled down and prepared for battle. The huge hangar doors slid shut and a steady stream of laser fire poured from the turrets fixed in the carriers' hulls.

Hardy's fighter skimmed the surface of the vessel, lasers ripping through its thick but penetrable armor.

"Got him!" Travis yelled as he watched his skillfully fired missile tear through the underbelly of the same carrier. He quickly retreated from the laser blasts that returned his vicious fire.

Fagen brought his fighter up and fired at the same target: the belly, where in some places the armor seemed thinner and less turrets obstructed their view for a target.

The missile entered the flaming hole that Travis's shot had opened. After a moment the whole underbelly was engulfed by flames.

"Hey!" Travis shouted. "You got something important!"

"Whoa, this thing's gonna blow!" Fagen replied, his fighter spun around and headed for open space, distance the only protection from the flying shrapnel that the exploding carrier would submit. He was shortly followed by several other fighters, who didn't wish to limp home with a cockpit full of shrapnel.

A huge flash of light expanded across what seemed like several miles of space. The faded as the debris disintegrated.

When the smoke cleared, only one of the three carriers remained. The other was caught in the powerful explosion and was unable to retreat before it was bombarded with flaming shrapnel.

The last one was smoking and disabled and the Black Tigers were pursuing it.

"Well," Hardy began, "think you guys can handle this one?"

"Piece of cake." Fagen replied.

"Direct hit!" Toni said to herself as she glanced over her shoulder just in time to see her target, a tank, erupt into a barrage of flames.

"Let me see that makes five. Oh, I can do better than that."

A few moments ago Brumis was crawling with tanks, all heading straight for what was left of the main base structure. But the Tigers were quickly disposing of them all, with the help of the marines that had scattered to the rocky terrain with their boffer guns, even though they were somewhat in the way.

Toni was skimming the surface again, staying at a level where she had a clear view of the carnage below and where she could spot an on-coming missile in time to avoid it.

This searching wasn't at all easy. The surface consisted of several high mountains and low dusty valleys, any of which could hide a tank equipped with guns prepared to fire, or a small bunker hiding a group of injured space marines. Once something was spotted it had to be identified quickly before you made yourself a target.

Hardy's squadron joined Conroy and his men soon after the destruction of the last tank transport.

"Hey," Hardy said, "where'd they all go?" He couldn't seem to find any tanks left roaming among the devastated area. "I thought I told you guys to save me some."
"Well," Buzz replied jokingly, "we would have, but we were having so much fun--"
"Come on you guys," Conroy was not in a joking mood. "patrol the area."
"Look at this." Toni's fighter settled into position. "They really leveled this place."

Leveled was certainly the word for it. The main structure was literally obliterated. Only portions of it remained standing. The bunker and the small radio stations had less protection, most of them were nothing but smoking trash heaps. But among all this disaster and destruction stood a small group of the surviving space marines cheering on their rescuers as the fighters glided over them.

Toni's fighter was one of the last to land, and just as soon as she sprang out of the cockpit and her feet met the firm surface of the hangar floor ashe was greeted by a short but incredibly loud comment from Fagen, proving that he was rather opinionated about her taking off.

"Toni! You fool!!!" He screamed, fogging up her faceplate.

"Uh, thanks." she removed her helmet and polished the faceplate with her sleeve.

"This is the last straw, Toni! Do you know what Conroy is gonna do?!"

"Yes." Toni smiled. "First he'll slam-dunk his helmet in the cockpit...then he'll jump out of his fighter...storm over here with a vicious look on his face...and shout--"

"Toni, you're crazy!!!" Conroy shouted.

"Amazing." Fagen said, after watching Conroy carry out each action as it was listed.

"No," Toni replied, "predictable."

"Listen to me," Conroy screamed, "You could have been killed!"

"Do I look dead to you?" Toni returned his glare.

"No, but you will soon. Give me one reason I shouldn't turn you over my knee and give you the biggest whippin' of your life."

She held up a fist. "Is this reason enough?"

"That was a stupid thing to do!" Travis broke in. "some tank could have fried your ass in a second."

"They wouldn't dare, her ass is too cute to fry."

"Oh, you would knoooo-uh,oh."She turned to find Hardy standing behind her, then smiled innocently for it was the only thing she could think to do at that moment.

Hardy didn't smile back, he only glared at her with his one visible eye. "You swore to me you wouldn't take off." He looked very disappointed with her.

"Well," She squirmed nervously. "I...I...I had my fingers crossed."

Hardy sighed. "I don't believe this."

"Yeah, I know it was juvenile...But it worked."

"This is it!!" Conroy looked as if he was going to have a nervous breakdown.

"Here it comes....Big brother goes to the loony bin!"

"Good riddance.!" Toni directed her attention to her brother.

"Hold it! HOLD IT!" Buzz broke in. "Wildstar wants to see you guys, now. Conroy, Hardy, Toni, Travis, and Kerby, right now, and you'd better hurry, Wildstar didn't sound like he was literally jumping for joy over this."

"Now you've done it!" Conroy growled as the five steaming pilots made their way to the exit.

"So," Wildstar's voice broke the seemingly endless silence of the bridge, "you took off, despite my orders."

"Yes, sir." Toni stiffened and looked straight ahead.

"I told you, you were grounded. It was an order that you were to remain in mechanics until further notice from me."

"Yes, sir." she murmured since some reply seemed expected at the moment.

"You could have been killed!" His voice rose excessively, startling even the bridge crew onlookers.

"Uh, yes, sir, I understood that."

"Oh, you did!?"

Toni didn't consider that a question, but only a sarcastic reply, so she remained silent, still looking straight ahead.

"Conroy?"

"Yes?"

"Did you know anything about this?"

"No, he didn't." Toni answered. "None of them knew until I joined them in the fight and Kerby tried to stop me, but I took off anyway." She shifted nervously.

Wildstar sighed, then paused a minute allowing the impatient air about the pilots to thicken. He finally turned and looked out the bridge window. "Did the Cross handle properly?" He asked unexpectedly, his voice calmer than it was previously.

Toni gave him a tiny glance out of the corner of her eye. "Sir?"

He looked over his shoulder at her. "How did the Cross handle?"

"Uh, fine, sir...fine."

Wildstar turned back to her. "Travis here," he jerked his head toward the blond haired, hazel eyed pilot standing beside Toni, "informed me that you didn't do too bad for a cadet."

She and Travis exchanged glances. "It was a status report." he grinned.

"Uh, huh."

The two resumed to attention when Wildstar spoke again.

She swallowed a lump in her throat. Oh, here it comes, mess hall duty for life. Peeling potatoes till it snows in hell...

"From now until the end of this mission you're under Conroy's command...as a Black Tiger pilot."

"A pilot, sir?" Toni's mind was numbed and she could only repeat the captain's words.

"You heard me. You will resume duty as a pilot..." a grin stretched across his face. "Just as soon as you're done mopping down the lower flight hangar."

Toni adjusted the first-aid pack to a more comfortable position on her back as she looked over the devastated terrain of Brumis.

since there was a shortage of trained crew members in a few sections of the Yamato, Toni and the other pilots were temporarily assigned to whichever section they had received additional training in during their service at the academy.

Toni was assigned to a medical shuttle with some other pilots who were trained in first-aid. They were assigned to patrol the area, pick up survivors and return to the shuttle to assist in caring for the injured and burying the dead.

"Do you see anything?" Toni asked glancing at her brother who stood a few feet from her.

"Not anything that's alive." Conroy replied looking over what little was left of a wrecked bunker. "Fagen?"

"Nope, nothing here." He called from a nearby ridge.

"Well ya'll wanna take a look inside?" Toni asked.

Fagen glanced at the bunker and shuddered. "Not really."

"Come on you guys." Conroy said. "Let's get this over with." he started toward the decaying pile of wreckage.

Toni followed, but Fagen stood his ground and peered into the darkness off to his right.

Toni and Conroy stopped. "What's wrong?" Conroy asked.

"I...I thought I saw something move...there by those rocks." He pointed.

Toni followed his direction, squinting. "Are you sure? I don't see anything."

Fagen unstrapped a lamp from his belt and flicked on the switch without removing his eyes from his target.

The beam pierced the darkness. This maneuver was quickly returned by a bright discharge of an enemy rifle.

Conroy dived for a ridge and Toni ducked behind some fallen shrapnel for protection.

Fagen swung the light to the attacker and got a glimpse of an enemy soldier crouched beside a wrecked tank. He reached for his gun, but.....a second too late.....

It felt like....like....well, he didn't know, nothing ever felt like that before. It hurt...really hurt. He tried to scream or at least cry out to someone, but he couldn't think, he couldn't move and all he could comprehend was a sudden burning sensation. A streak of unbearable agony that made him feel as if he was burning from the inside out.

The lamp slipped from his hand as his knees buckled. Despite his efforts to reach out for some support his strength gave out completely. The impact of his body hitting the ground sent excruciating pains throughout his limbs. He gasped desperately for breath and tried to struggle to his feet again, but the terrific force of exhaustion and agony overtook him once more and he fell to the ground.

Damn! He thought. God it hurts.....but how--

Over the rising ringing in his ears he could hear a few more shots echo around him. "Toni? Conroy?" Hardy's voice came over the radio in Fagen's helmet. "It's alright now, I got him."

"Boy am I glad to see you." Toni said. "Conroy? You okay?"

"Fine...Thanks for coming when you did, Hardy."

"Hey, where's Fagen?" Hardy asked. "Didn't he come with you guys?"

"Fagen?" Toni called out.

The radio fell silent.

"Fagen?" Toni repeated her voice growing frantic. "Oh, God...Conroy, he won't answer--"

Their voices faded off as he slipped into darkness.

What.....what happened? God, I can't - someone please - His confused and jarbled thoughts seemed to melt away with all his senses.

He made one last effort to regain consciousness by focussing on the glow of the lamp that had fallen in the earth beside him, but even that failed within a few seconds.

Then mercifully, his exhaustion prevailed and sight, sound, all his senses faded to darkness.

"Damn!" Toni said.

"Toni, take it easy." Hardy's voice seemed far in the distance.

The sound echoed across some invisible canyon walls in Fagen's mind.

"That shot got him good, Hardy. Clear in the side. This is the third time

I've redressed the wound in the last 20 minutes." she sighed. "I started a transfusion and gave him an antibiotic, but I doubt that's enough."

"What do you mean?"

"Dr. Sane needs to run some tests back at the Yamato."

"Can't he do it here?"

"No these medical shuttles just aren't equipped for it."

"How much longer till we dock?"

"About fifteen minutes."

"Toni, do you think he'll make it?"

"He's strong and an infection hasn't set in, but he's losing blood and time."

Her voice suddenly faded into the distance, like a door was shut between them. The silence lingered with the confining darkness. He could think, barely, but why couldn't he see or hear or even reach out and touch something, why couldn't he feel anything?

He suddenly realized he was slipping, slipping further into unawareness and unconsciousness, but it seemed as if he was already there. Could he be going further than that? Could he be...dying?

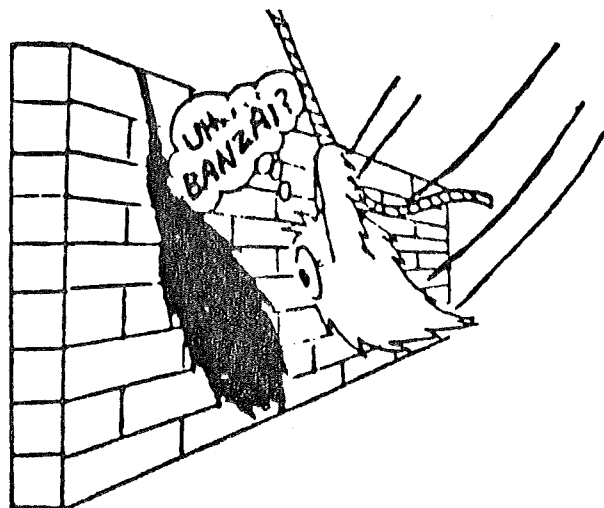
No! He thought to himself. No, I can't die.....He didn't want to stay in that obscure tunnel with no ending. He tried to struggle but he couldn't, he couldn't feel anything, he couldn't move.

Suddenly, that familiar streak of agony returned and a sound, the only sound he could hear outside his thoughts stirred within him. It was low and was only a slow thud at first, but it soon became louder, faster, and clearer. The sound of his own reviving heart moved him on once more, and finally, with what little strength he had regained he managed to force out a cry of anguish freeing him from his prison and flooding his vision with an aurora of light.

He found himself staring up at the familiar but distorted shape of a shuttle light above him, eyes stinging with tears, body covered with sweat and shivering all over.

The torture of his wound was returning, but it didn't seem to matter, he was alive. Breath filled his lungs and blood ran through his veins. He could see, move, and hear. He wondered though, during that confusion, just how close had he come to stepping over into the other world.....

TO BE CONTINUED



FROM THE COMMANDER'S DESK

by; Derek C. Wakefield

Before I get into the heart of this Editorial, and the reasons behind it, there are several items that need to be brought to the surface.

1. The phrase "Sasha Yo Towa Ni" in Ardith Carlton's Sasha Song (printed in Nova #4) was not written by Ms. Carlton, and was place there by mistake. Please disregard this mistake in her poem.

2. As most of you have discovered now, Southern Cross is the title of an actual series in Japan, as well as being the second chapter in the Robotech saga. When Tasha Seren started her serial in Nova, she did not, nor did the EDC, know of the Japanese series. Therefore, neither Ms. Seren, nor Nova, wish to infringe upon the copyrights to this title, and claim no rights to the title itself.

3. The EDC would like to start a Letters & Questions/Answers section in Nova. Due to this we would appreciate any donations of this type to the fanzine. Submissions for this section should be sent to Nova Letters, %EDC, P.O. Box 515942, Dallas, TX 75251-5942.

Okay, onward now. It has been decided that Nova #9 will be a Challenge zine. This means that certain members that always submit items for publication, or who have been the most active recently, will not be allowed to have anything in this particular issue. This is not against any of these hard-working individuals, but rather to see if anyone besides these steady diehards care enough to keep Nova going by submitting their own work. Therefore, the following members will not be allowed to submit material for publication in Nova #9:

Jeff Blend
Jennifer Pannell
Ardith Carlton
Karen Helmer
Sada Desslok

Logan Darklighter
Julie Froelich
Bud Cox
Michael Manning
Kyle Avatar

Tasha Seren
Tom Brevoort
Guy Brownlee
Takami Kawakami

The following people may not work on Nova #9, but may submit to it:

Derek Wakefield
Meri Alexander-Wakefield

The reason for the latter category is that we always compile and type the Nova's (and when it isn't us, it's poor overworked Jeffrey-san), but haven't really submitted anything in the way of a story or article in almost two years due to time conflicts (other than editorials like this one). But yes folks, these are the bulk of the continuous contributors to Nova. Therefore, if you don't want to receive a small group of blank pages for Nova #9, use your creative abilities and submit something. The sole purpose of Nova #9 will be to prove that Nova is what you as members of the EDC make it. And don't just sit back and think someone else will do it. It's up to you and you alone. In Nova #1, I brought up a phrase to get rid of non-participation. That term was GIT MAD (aka: Get Involved Today - Make Apathy Disappear). Now I'm asking everyone to GIT MAD for Nova #9. You'll be surprised how good it will feel to see something of yours in print. Deadline for Nova #9 will be June 6, 1986 (yes, D-Day), so everyone should have plenty of time. All submissions to Nova #9 should

be sent to: Tommie Dunnam, 4936 Vega Ct. W, Ft. Worth, TX 76133. Mr. Dunnam will serve as Editor and Graphics Coordinator for #9 in Meri and my absence. Also for those who successfully submit items for #9 (meaning: those who are printed), there will be a special oversized edition (8½ X 11 deluxe format) with a special cover, and possibly a special insert.

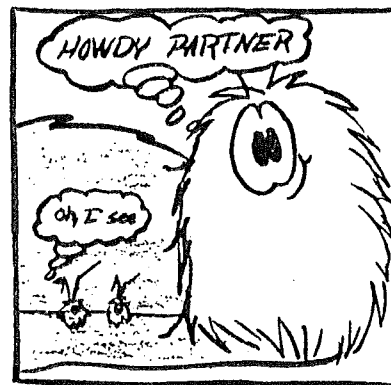
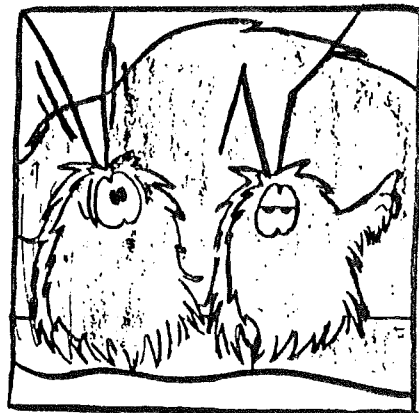
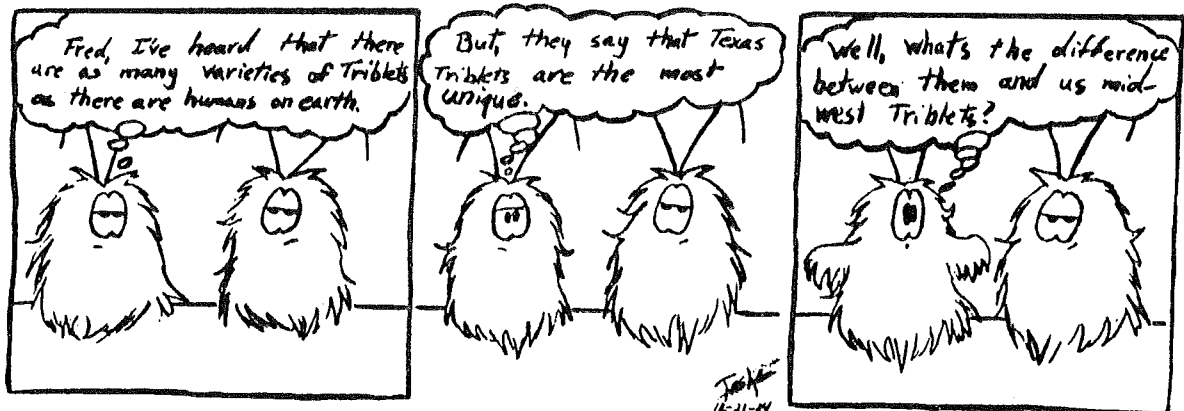
In closing, I have a few more additional notes:

1. You will notice that Logan Darklighter's "Between Galaxies" chapter is not in this issue. This is because it was not completed at the time of this issue's deadline. Rest assured, the series will take up again in the next issue of Nova.

2. Once again there has been interest in doing an artzine for the EDC. Tentative plans call for it to be name either Misa Hikaru, Millia, or Co Millia. This once again going by the old adage that all Japanese animation zines must be named after female characters. All members are asked to comment on the possibility of this zine, and send their comments to the Nova Letters address mentioned earlier in this article.

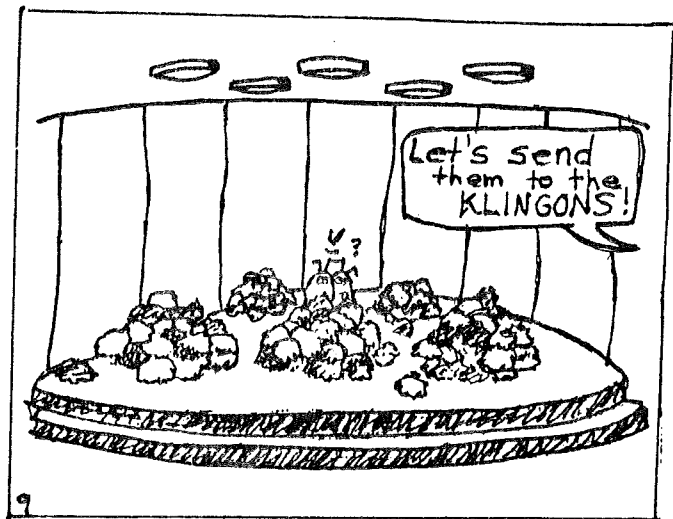
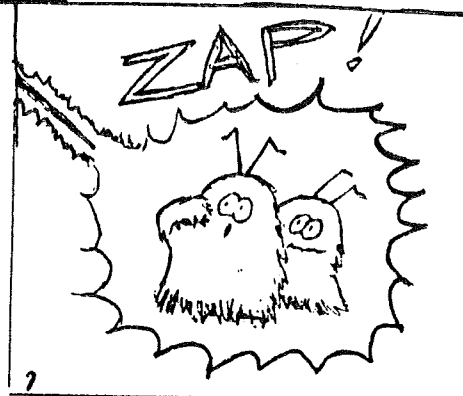
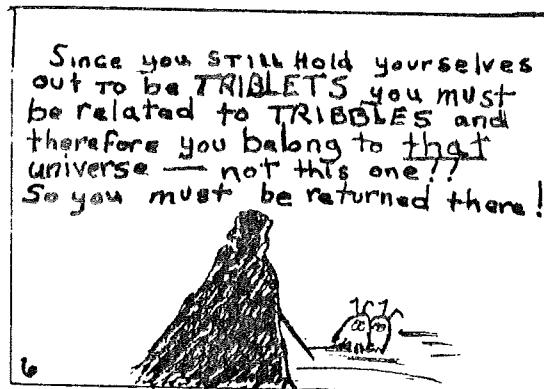
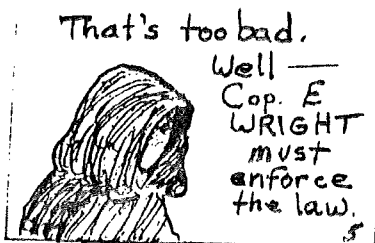
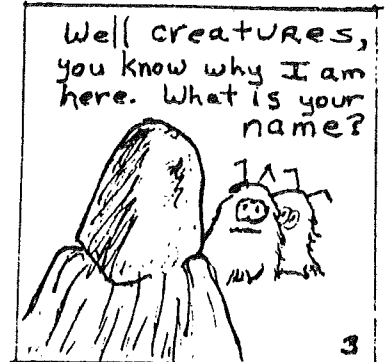
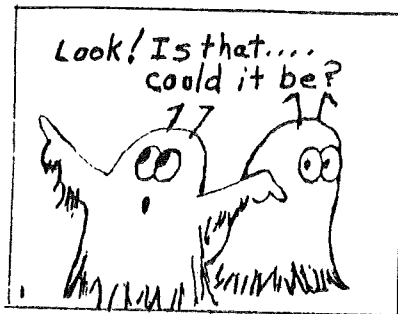
Sayonara,

Deuk Watfield



EDITORIAL

- by Sada Desslok



ART CREDITS

COVER - Jeff Blend, Lea Bodensteiner, Guy Brownlee
 Pg 2 - Editorial Comment - Tasha Seren
 Pg 6-9 - Yamato Illustrations - Yamato Roman Albums @1985 by Tokuma Shoten
 Pg 10 - Yamato Cast of Characters - Ibid
 Pg 11 - Desslok the Frog - Guy Brownlee
 Pg 13 - Garfield - "Wave Motion Gun Fun" - Chuck Blend
 Pg 14-17 - Yamato Sun Comics - @1985 Sun Comics
 Pg 20 - "Gee Nova, I didn't know you wore Robotech Underoos" - Jeff Blend
 Pg 23 - "Disslock-Datlock" - Guy Brownlee
 Pg 24-26 - "Super Dimensional Heavy Metal Aura Battler L. Sigam Daitaloss"
 - Tom Brevoort
 Pg 26 - Kei Katholagi - This Is Animation #8 (Orguss) @1985 by Shogakukan
 Centerfold - Frau Bau - Lea Bodensteiner
 Pg 28 - "For He Who Waits" - Guy Brownlee
 Pg 31 - Mobile Suit Gundam - Mobile Suit Gundam III Roman Album @1985
 Pg 37 - Mimi in Sasha Suit/Mimi as Desslok - Lea Bodensteiner
 Pg 38-39 - Gundam Cast of Characters - various Mobile Suit Gundam Roman
 Albums @1985
 Pg 40 - Alondra Correlan - Joy Riddle
 Pg 41 - Southern Cross logo - Tasha Seren
 Pg 43 - "What's a kid like you doing in a starship like this?" - Guy
 Brownlee
 Pg 49 - Swinging Triblet - Tasha Seren and Jennifer Pannell
 Pg 51 - "We Make 'Em Big Here in Texas" - Tasha Seren
 Pg 52 - Editorial - Sada Desslok
 Pg 54 - Macross Characters - This Is Animation #11 (Macross Movie) @1985
 by Shogakukan
 BACK COVER - Jeff Blend, Lea Bodensteiner, Guy Brownlee



NO more STUPID

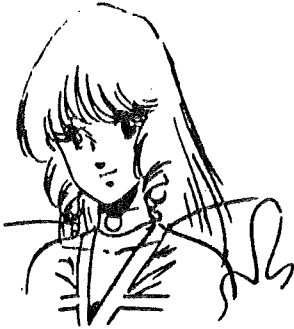
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Mimi again

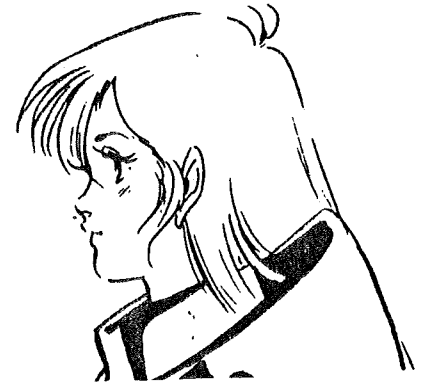




*** NEXT ISSUE ***

R O B O T E C H

THE MACROSS SAGA



Don't miss our exciting next issue which will feature:

* A Synopsis of the Macross movie - Do You Remember Love?

* An Interview with Carl Macek, Producer of Robotech

* The Next Chapter of "Between Galaxies"

* "Macross-over" - a new story by Tasha Seren

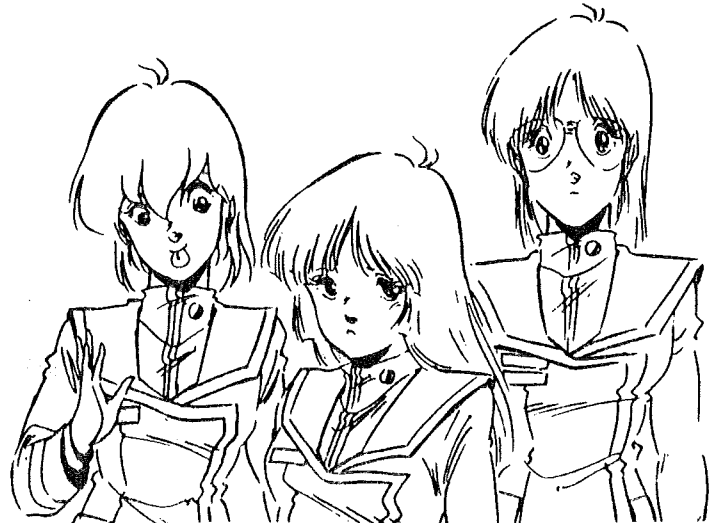
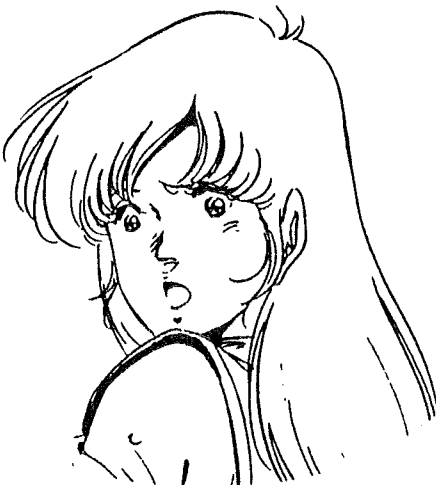
* Editorials, opinions, theories, articles

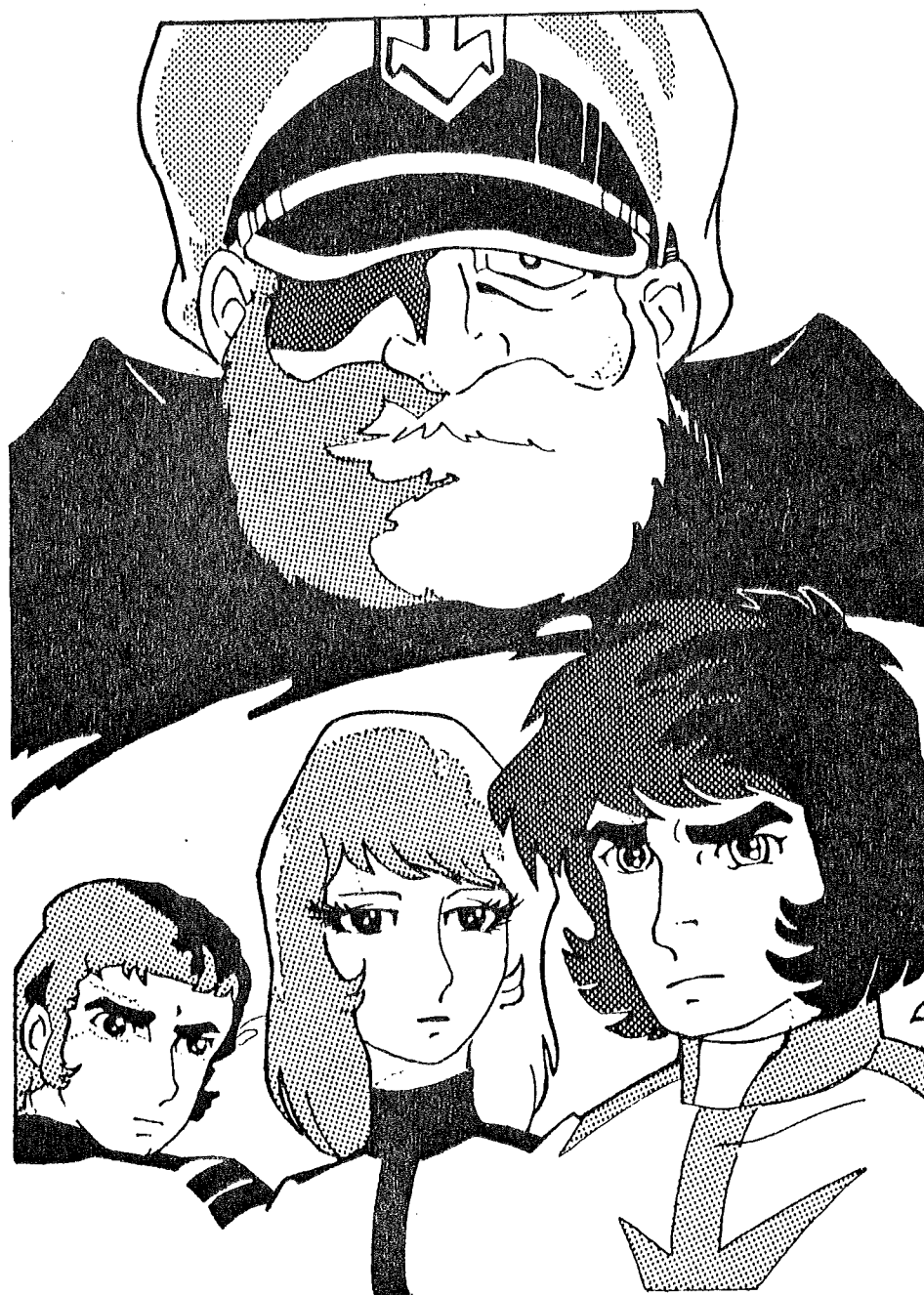
* art, Art, ART!

* And more! (too much to print here)



All coming in the next FABULOUS issue of NOVA!





Carab's